

# VIEW FROM THE TRENCHES

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# PREP FIRE

A couple of weeks late, but what's new nowadays :- ( Though in my defence I have just spent the last week on a Microsoft VB .NET programming course as I am working towards taking the MS VB .NET exam to make me a Microsoft Certified Professional :-)

As expected this issue contains all the gory details from Black-pool where HEROES 2005 took place in March, along with another scenario analysis from Michael Davies. I've got one or two possible articles in the pipeline for the next couple of issues but am still on the look out for material. Try your hand at writing a scenario analysis, or a look at a rules section, or some general tactics. Or if you are really ambitious, how about a series replay? Maybe some of you at the top of the Crusaders ladder would like to show us mere mortals how to play the game a bit better. Or are you afraid we'll end up beating you!!

Double 1. My last, best hope for victory.

Pete Phillipps

**COVER:** VE Day being celebrated in traditional British style by members of the British armed forces.

### THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:  
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>.

### EMOTICONS

With the growth of the InterNet, emoticons have originated to allow people to show expressions in text. I find these very useful for the printed word in general, so you'll see plenty of them in *View From the Trenches*.

An emoticon is created with keyboard characters and read with the head tilted to the left. Some typical emoticons are:

:-) humour or smiley  
;-) winking  
:-> devious smile  
<g> grin  
:-( sad  
:-o shocked or surprised  
#-( hung-over

*VIEW FROM THE TRENCHES* is the bi-monthly British ASL journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your ASL experiences with others. *VFTT* allows you to communicate with other ASLers. Don't be a silent voice.

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*VFTT* costs £2.00 per issue (overseas £3.00), with a year's subscription costing £10.00 (overseas £15.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Back issue are now out of print but can be downloaded for free from:

<http://www.vftt.co.uk/vfttpdf.htm>

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# INCOMING

## MMP TO RULE ORIGINS?

MMP hope to have *ASL Starter Kit 2* and the reprinted *ASL Rulebook* released at Origins at the end of June.

The *ASLRB* reprint is a straight reprint of the existing second edition, although corrected dividers and charts and a comprehensive list of other published errata to the *ASLRB* second edition will be included. The corrected dividers and charts will be available for purchase separately soon after the *ASLRB* release, while the list of errata should appear on the MMP web site soon. Also due to appear there soon will be a version of the errata published in *ASL Journals 4-6* formatted for printing out on adhesive paper and sticking in the *ASLRB*. This will be the same format as the existing sticky errata published in *ASL Journal 3*.

Work continues on *Armies of Oblivion* and the reprint of *Beyond Valor* and while MMP are aiming to release both in early August at the World Boardgames Championship, they are not confident that this will be achieved.

Once layout work has been completed on AOO, Charlie Kibler is due to start work on *Valor of the Guards*. While no release date has been announced MMP are hopeful that this might be ready by the end of the year. *ASL Journal 7* is also pencilled in for a release around the end of the year.

## HOB CHARGE AHEAD

Despite printing problems which have delayed the release of *Recon By Fire 2*, work has continued on *RBF3*, and this is still scheduled for release at *ASLOK* in October. Although details of its contents are sketchy, HOB are considering including the *DASL* rubble overlays and several scenarios from the now out of print *Hell On Wheels 1* pack.

As soon as *RBF2* is printed HOB expect that *Firefights 2* will be sent to the printers, while several scenario packs are also scheduled for release later this year.

Also in the pipeline are several more historical studies in the vein of *Onslaught To Orsha*. Among the campaigns being worked on are the Hurtgen Forest and Kohima, while there is also talk of a Berlin pack which would include the map and scenarios from the *Berlin: Red Vengeance* module as well as new scenarios and possibly maps. There are also plans to produce a scenario pack, minus counters, reprinting the SS scenario packs, and a module combining the contents of *King of the Hill* and *Fortress*

*Cassino*.

## HEROES MAKE PTO EASY

*Hero Pax 3: PTO Made Easy* is the latest scenario pack from Critical Hit. Priced \$11.95, it contains eight tournament sized scenarios on card stock. Each features a hero but none of the more complex PTO rules such as caves or landing craft, making the pack an ideal introduction for players wanting to move from Europe to the Pacific.

## FRENCH IN THE CELLAR

*From the Cellar Pack 1* is the latest release from the people behind the French *ASL* 'zine *Le Franc Tireur*. It contains 10 scenarios printed on A4 colour card which use the *VASL* counter art and map images. The majority are medium sized, although there are several large scenarios included. All are set in Europe and cover all periods of the war, ranging from Poland in 1939 through to the Finnish-Russian War to the end of the war on the Franco-Italian border. The latter action sees French units clash with a German-Italian force at Night on Deep Snow on half of board 9.

Further details can be found at [http://monsite.wanadoo.fr/Le\\_Franc\\_Tireur/index.jhtml](http://monsite.wanadoo.fr/Le_Franc_Tireur/index.jhtml).

## BUNKER COMES OF AGE

*Dispatches From The Bunker 21* is due to be released at the Bunker Bash on 17 September and will contain three scenarios. 'Erstwhile Allies' sees American and French Legioinaire's clash in Algeria, while 'Wetlet' features a clash between die hard Japanese and Indian troops in Burma. The final scenario sees American troops assault the airfield at Biscari in Sicily, and features variable OB additions for both sides. There will also be the usual mix of articles and Tactical Tips and a look at HOB's *Beyond the Bridgehead* module. Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, P.O. Box 1025, Hinsdale MA 01235. You can email them at [aslbunker@aol.com](mailto:aslbunker@aol.com).



## THIRD PARTY PRODUCERS UK AVAILABILITY

As well as editing *VFTT I* also help to distribute those third party products not generally available in the shops over here.

The prices are as follows, and are effective until the next issue of *VFTT*:

<i>Wacht Am Rhein</i>	£14.00
<i>Canadians In Italy 1</i>	£9.00
<i>Canada At War 2</i>	£6.00

Add 50p per item for postage and send your payment made out to PETE PHILLIPPS to 24 Huggett Close, Leicester, England, LE4 7PY.

For the latest on stock availability telephone me (as usual evenings when Man United are not playing are your best bet!), or email me at [pete@vftt.co.uk](mailto:pete@vftt.co.uk)

## UK RETAILER STOCKISTS OF THIRD PARTY PRODUCTS

To purchase other third party products such as Critical Hit, Schwerpunkt or Heat of Battle contact any of the following shops.

**LEISURE GAMES**, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327 or e-mail them at [shop@leisuregames.com](mailto:shop@leisuregames.com)

**SECOND CHANCE GAMES**, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at [sales@secondchancegames.com](mailto:sales@secondchancegames.com)

**PLAN 9**, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at [PLAN9@IFB.CO.UK](mailto:PLAN9@IFB.CO.UK)

If you know of other shops stocking third party *ASL* products let me know so I can include them here in future issues.

# View From The Armpit 2005

Paul Case

Hi folks, here we are at another HEROES event in sunny Blackpool. First thing I would like to do is to thank Trevor Edwards and Steve Thomas for introducing us to Blackpool ASL, it's just a shame that the two Lancashire ASL gurus were not here to welcome us morons. I have heard something about Trev, but nothing about Steve, which is a shame. Both these people need to get back into our style of ASL.

Now, you might be wondering about the title of this piece, Ok, so you aren't, but I'll tell you anyway (so there!). A certain Scouser (not mentioning any names, L/Cpl Jones. B) crossed out the 'Gun' on my tourney pack, and inserted the word 'Arm', making it 'Arm-Pit'. So, not having a title for this crap, I thought 'View From The Arm-Pit' would do just fine. Any complaints about the title, see him.

To the players here, I extend a warmish welcome. Warmish, because, with you lot turning up here, it decreases my chances of winning anything above bottom prize. This year, I doubt that I will even win a spot on a tiny rock in the middle of the ocean. As per usual, there is always the sad sods who turn up to play this dribble we call ASL. They, of course, have only ASL to entertain them (poor sods), while us morons have a normal life (I don't think!!).

## Thursday

Arrived at about 1050hrs, and found

Ben Jones already here, just. When the hippy turned up, about 1 hour later, we started seriously talking ASL(?) and drinking beer (more normal!). Other people turned up later, and there was a couple of games being played by about 1700hrs. Ben is on about doing a Saturday Heroes event in the usual British ASL style, something along the lines of 'Zombies ASL', when the hippy will probably be trying to get a 'Blackpool Shag'. Thursday passed without me doing anything too seriously damage my reputation, as British ASL's greatest loser.

## Friday Game 1

After breakfast, the mob gathered to find out who they were playing, with Paul Legg taking on the 'Gun-Pit' at 'SP34 Frankforce'. This is a scenario set in 1940 France, with the Brits trying to get 34VP off the southern board edge. Paul was the Brits, leaving me to take Hitler's finest.

Turn 1, and my 37L does the deed on the Mark IVC in the DFPh (killing the crew, as well) after hitting it in his MPh, but watching the shot go to meet God. Being the good Germans that my boys are, to even things out a bit, my 467 w/ Lt Mtr takes a shot (rifles, not Mtr), and rolls boxcars and cowers (morons). Then, Paul breaks my 37L's crew, but, also Boxcars his Lt Mtr on a different shot.

Turn 2, and I manage to rally that crew.

In his MPh or my DFPh, my Mtr does sterling work in getting 4xROF shots. Even though the Mtr did basically nothing, my sniper comes into his own, breaking first a 457, and then a 457 w/LMG. In his AFPh, Paul lets fly with a tanks MGs at my 9-2/467/MMG combo, which it turns out, he can't see. That's not that bad, but he threw my SAN, who goes to work again on the broken 457/LMG team, and makes them into a broken 247/LMG team. In my RPh, that crew can not find there 37L because of all that wheat those French farmers haven't harvested yet (I know it's too early for harvest time, but that's no excuse!).

Turn 3, Paul throws a Snakes with a tanks MG shot at my 37L crew (who did find their gun), and does nothing. Next shot, and he rolls Boxcars, broken tank MGs. Paul shoots at that 37L crew again with something else (not sure what, sorry), and it gets a 1MC, the crew promptly do a usual for me and rolls a Boxcars getting itself eliminated, but I do get a sniper shot, and the sniper is asleep! An unusual (for me anyway) event happened in the CCPh, both Paul and me throw double 3, that has never happened in any game I've played before, but the result is I die and he lives.

Turn 4, and Paul wastes a Snakes on a PTC. The attack goes in as my 467 in 4110 breaks. In my AFPh (nothing much really happened out of the ordinary that I wrote in my note book during the rest of the turn) my 9-2/467/MMG combo shoots at his 8-0/3x457 Platoon, and the end result is a wounded 8-0, 457, 447, 247 all broken and DMed. His 9-1/457 team are in melee with my 247.

Turn 5, and enter my big hitters in this game, the 88Ls. One of them burns a Matilda II, and then eliminates the other Matilda II. This effectively leaves Paul needing to exit all his remaining tanks (the 4x Matilda Is) and at least 1 squad. My 467/ATR team joins in with the melee for something to do, and is the only survivor.

Turn 6, and Paul surrenders as his only squad capable of exiting, goes and gets itself K/1, leaving not enough points able to exit. This gives me a 1-0 record, something of a rarity.

## Game 2

My next opponent is none other then the top ASLer in the UK at the moment, Toby Pilling, so I shall see if I can do the nearly



Gathered at the most popular site of an ASL tournament in the UK - the bar!



impossible, and beat him. This is not the match that I would of liked for the following reasons (nothing against Toby, of course, but a reflection on our positions in the Ladder) :- 1/ If I had beaten Toby, would he show his face at IF later this year? Yes, more than likely, and wanting to redeem his completely shattered honour, (and I can't find my steel toe-capped boots), and 2/ In this tournament, your oppo's Ladder rating can have an effect on the tourney outcome for you, I didn't think it fair for Toby to be lumbered with my rating, and 3/ I would only get 150 points for beating him (Derek, sort that system out, so I can get a decent amount, come on now!).

The game chosen was 'Steamroller' by Critical Hit, with me as Ivan. This game takes place in Hungary in 1945. The Totenkopf Division is attacked by the 6th Tank Army. This places some heavy metal on board, in the form of 2x Tiger IIs, 1x Jagd-Panther and a Pz IVJ for the SS, and 3x JSIIms, 2x JSU-122s and 2x T.34/76 M41s for the Russians.

Turn 2 (nothing much really happened on Turn 1), and I manage to bog a T-34 on my right flank, due to that stupid mud. The Pz IV takes a shot, and I see some light for me, he breaks the MA. The light then goes away, as one of Toby's Tigers burns first a JSU-122, and then a JS-IIm.

Turn 3, and lo-and-behold the bogged T-34 manages to free itself, but spends it's entire MPh cleaning the vehicle, instead of attacking fascist pigs. The stupid 7-0 leader will not be getting to see Comrade Stalin to get his Sergeants stripes, as he was killed by that criminal SS sniper. Still, all is not bad for Mother Russia, as that fascist Pz IV gets his AAMG jammed.

Turn 4, and the sons of this great land show their skill at shooting, by shocking one of those Nazi Tigers, later to burn the bastard.

Turn 5, and the Hitlerites do some more damage to our workers great mechanical war machines, by turning them into burning tombs for their crews. On Turn 6, I conceded, but can proudly say that I lasted much longer than I, or anyone else thought I would. Not bad for some-one near the bottom of the Ladder.

This gives me a 1-1 record, and not bad for me.

## Saturday Game 3

This morning I really have to play a short scenario, as I fully intend to watch the Bolton v. Arsenal match on TV, so that limits my choice to 'WCW4 Cat Becomes The Mouse'. Being that this is such a small scenario, it was played 3 times, once as the British, once as the Germans, and roll for

the third time.

Ian Pollard was my opponent for this one, and as usual, it was a laugh. The British won all 3 games, but the last one was a lot closer than the other 2. I think that we played this one 3 times for the following reasons:- 1/ Work out how to win as the Germans, and 2/ Use up the time.

For the first game, I was the Germans, and basically lost on the first turn.

Ian was the Germans for the next game, and he lost by about Turn 2.

Third and final game, and I end up as the British. This game is a lot closer, as Ian has worked out a plan for the Germans, and it nearly works, but my Firefly kills his third tank just before he can get it off.

The 'Gun-Pit' goes 2-1 in the tournament, which surprises quite a few players.

## Game 4

After watching Arsenal go through to the Semi-Finals of the FA Cup 1-0 (to play Blackburn Rovers in the semi-finals), I am pitted against Wayne Kelly in 'SP80 Die, Gurkha, Die', as the Sons of Nippon. There is a big query with the British set-up, in that it says '...within 2 hexes of 38AA3, 38T3 or 38AA8'. Because of the write-up in *Schwerpunkt* in which they set-up in 2 of those hexes, some players thought that that was right, so, after a TD ruling by Derek, it was decided to allow that. Personally, I would say that you go strictly by the scenario card, and not some write-up (even this author's poor attempts).

Turn 1, both my 81mm Mtr and my

Inf Gun lose there WP in my PFP. My 8-0 gets a Snakes on a Morale Check, HOB, and he decides to go Berserk. Once again, my sniper does some stirring work at the start of a scenario (shame about the end of a scenario), and kills his 7-0 leader and pins the 458/MMG in with him. His first shot with the Bofors (40L to you lot) and it jams. In a CC, I do my usual and roll Boxcars.

Turn 2, and my Berserk Leader goes and joins the melee (Brit 228 and Jap 237), and both my berserk 8-0 and 237 die in the melee, while he gets an 8-1 for rolling Snakes. My 137 gets broken, and dies for failure to rout. My pinned 447 gets attack by the crew from hell, with its 8-1 creation, and lo-and-behold dies while Wayne gets another Leader (8-0 this time, small mercies).

Turn 3, and a 137 dies in Self Rally by rolling Boxcars, as does a Brit 248 when a Leader tries to Rally him. The Charge starts, and his MMG guys break on a FPF shot.

Because of the late start, this game was adjudicated, and because I still had 3 turns to go, it was decided to call it a draw. This seems reasonable to me, as the game could of gone either way. Just part of the tourney thing, which if you don't come to one, you will never experience. This gives me a 2-1-1 record.

Andy Ashton, of 'Second Chance Games', turned up with his travelling games shop, and I parted with enough money to buy the latest *ASL Journal* from MMP. One question on that, which are we going to see first, *ASL Journal 7* or *Armies Of Oblivion?* As it says in *ASL Journal 6* 'by *Journal #7's* release you should be eagerly fondling



Drinking, socialising and gaming - what more do you want at a tournament?

'Armies Of Oblivion'....'. So, does this mean that the AWOL module will actually be on our gaming tables before Xmas? I hope so!!!

## Sunday Game 5

For my final game, I am upgraded to the 3-1 group (HELP!!!), and pitted against another top UK ASLer, in the form of Dave 'Schofey' Schofield. Being as I have never played as the Chinese, I manage to get Dave to play the Japs in 'A110 Shanghai In Flames'.

Turn 1, and in 3 separate CCs I lose a 337, while Dave loses 3x 137s. One of my 337's goes Berserk after a HOB roll, which gives me a chance to use those red Berserk counters from 'HOB'. There are a lot of PTCs being forced on my valiant heroes of China by those treacherous Japs, but my boys handle them with ease.

Turn 2, and this is where my not so brilliant plan starts to go wrong, as Dave declares a multi-hex Banzai, which brings him close to the victory building (20E7). Dave grabs my HMG from those Chinese who left it in the building when they vacated it, and promptly does the only effective shooting of his in the whole game, breaking a lot of my boys as they try to get back to the 20E7 building. Some manage to get to the building broken, not much use, really.

Turn 3, and Dave does another Banzai into the victory building, going straight through a fortified hex because the only guys in there are a HS. I then decide to give in, so



The Silverback takes time out to release the dreaded foot odour!



Back from the previous night in time to hand the winner's prize to Toby Pilling (right)!

going 2-1-2 in the tournament. Not all that bad for me, being as my only losses were to players who are **FAR** better than I am.

My set-up in this game was not the greatest that I've ever done, as I failed to remember that a Japanese Banzai can get them nearly anywhere they want to go. Also, I hoped to do a fall-back defence when I should of set-up a screen, with most of my guys in, or near, the victory building. Also, I forgot that the Chinese have 'Dare-Death' squads, which would of helped me cross that

blasted street. Ah well, live and learn, I suppose.

Of note was Dutch ASLer, Peter Struijf, giving out flyers for his tournament in Holland (or is that The Netherlands?). This is what I like to see, foreign ASLers coming to our tourneys and inviting us to theirs. Just in case you lot did not know, it takes place in Arnhem. Yes, that's right, where Montgomery went a bridge too far. Hence the title of this tournament, 'A Bridge Too

Continued on page 14, column 3

## PLAYER RESULTS

Here are the individual win/loss records.

PLAYER	P	W	L
Iain Ainsworth	1	0	1
Nigel Blair	8	4	4
Neil Brunger	6	1	5
Tim Bunce	5	2	3
Billy Carlaw	5	3	2
Shaun Carter	2	0	2
Paul Case	5	2	3
Ian Daglish	5	3	2
Michael Davies	5	3	2
Phil Draper	5	2	3
Tony Gibson	6	4	2
Russell Gough	6	3	3
Malcolm Hatfield	5	3	2
Ben Jones	3	2	1
Wayne Kelly	5	2	3
Paul Legg	6	2	4
Adrian Maddocks	5	1	4
Dominic McGrath	5	4	1
Andy McMaster	7	2	5
Pete Phillipps	2	1	1
Toby Pilling	5	5	0
Ian Pollard	6	2	4
David Schofield	5	4	1
Robert Seeney	5	0	5
Mike Standbridge	5	2	3
Peter Struijf	5	4	1
Derek Tocher	5	4	1
Martin Vicca	7	4	3

## TOURNAMENT RESULTS

Here are the individual win/loss records for the tournament

POS.	PLAYER	P	W	L	CRUS
1	Toby Pilling	5	5	0	3032.0
2	Derek Tocher	5	4	1	3076.3
3	Dominic McGrath	5	4	1	3075.0
4	Peter Struijf	5	4	1	2910.0
5	David Schofield	5	4	1	2833.8
6	Billy Carlaw	5	3	2	3126.7
7	Ian Daglish	5	3	2	3120.0
8	Tony Gibson	5	3	2	2731.7
9	Martin Vicca	5	3	2	2666.7
10	Malcolm Hatfield	5	3	2	2660.0
11	Michael Davies	5	3	2	2598.3
12	Russell Gough	5	2	3	2962.5
13	Tim Bunce	5	2	3	2847.5
14	Mike Standbridge	5	2	3	2807.5
15	Paul Case	5	2	3	2775.0
16	Phil Draper	5	2	3	2745.0
17	Wayne Kelly	5	2	3	2702.5
18	Nigel Blair	5	2	3	2697.5
19	Ian Pollard	5	2	3	2662.5
20	Andy McMaster	5	1	4	3000.0
21	Neil Brunger	5	1	4	3000.0
22	Paul Legg	5	1	4	3000.0
23	Adrian Maddocks	5	1	4	2795.0
24	Robert Seeney	5	0	5	No Wins

The Crus column is the average Crusader Ladder rating of the opponets beaten.

## THE SCENARIOS

Here is the table of Scenario Win/Loss records:

Scenario	Allied	Axis
88 Art Nouveau	1	0
A110 Shanghai in Flames	2	2
A72 Italian Brothers (atp8 repub.)	5	3
AP12 Cream of the Crop	2	4
BiB4 Firestorm In St Manvieu	1	0
BiB5 Mortainville Ridge	0	1
CH41 Test of Nerves	2	2
J12 Jungle Fighters	2	1
J95 Typical German Response	0	1
J98 Lend-Lease Attack	1	0
PBP11 A Civil War. Not a Gentlemens' War	0	1
PBP19 House of Pain	2	3
PBP2 The RHA at Bay	2	4
PBP26 Steamrollers	1	2
SP1 Raiders at Regi	0	1
SP113 The Tigers Wrecked 'Em	1	0
SP118 Tigers Wrecked 'Em	0	1
SP34 Frankforce	3	2
SP39 Down the Manipur Road	2	1
SP78 The Golovchino Breakout	0	4
SP80 Die Gurkha Die!	4	2
T2 The Puma Prowls	1	0
WCW4 Cat Becomes Mouse	2	1
TOTALS70	34	36



# The Crusaders Open ASL Tournament Ladder

## HEROES! 2005 Update Toby Smashes the 4000 Barrier!

Derek Tocher

With yet another tournament win (no less than seven from nine held in Blackpool) Toby Pilling has finally passed the 4000 point barrier on the ladder. With the next best active player trailing by over four hundred points in his wake there can be doubt that Toby is by far the best ASLer in the UK. *Now if he would only retire and give others a chance to pick up some silverware :-)*

INTENSIVE FIRE 2005 in Bournemouth at the end of October will be the 20<sup>th</sup> British ASL tournament. Remarkably there are three players who have attended every event so far; Ian Daglish, Dominic McGrath and Pete Phillipps - perhaps they should receive a long service medal if they make to this year's INTENSIVE FIRE. There are many however who have attended a large number of events and the ladder logs

show that no fewer than 23 others have been at ten or more of the tournaments. The largest number of games played over the last ten years have been racked up by Dave Schofield, 113.

The top 10% of players have ratings of 3280+ while the upper quartile are rated 3160+. Those in the lower quartile have ratings below 2810 while the bottom 10% of participants are rated 2665 or less. These numbers have remained essentially invariant over the last six years and the distribution of results is essentially Gaussian about 3000.

Toby's five wins over the weekend gave him 65 points making the impressive total of 4060. Other big winners over the weekend were Tony Gibson (4-2 and +275 points) and Billy Carlaw (3-2 and +260 points). Special mention however must go

to tournament regular Paul Case who is habitually at or close to the bottom of the ladder. He recorded a remarkable +245 points over the weekend moving him from 221<sup>st</sup> to 202<sup>nd</sup>. Similarly Mike Standbridge, who was at the foot of the table, went 2-3 and gained 150 points to lift him from the bottom position to 218<sup>th</sup>. The biggest loser over the weekend was tournament newbie Robert Seeney who lost all five games and with it 490 points. Other players to have a bad weekend were Phil Draper (-210 pts) and Russell Gough (-250 pts) who drops from 16<sup>th</sup> to 48<sup>th</sup>.

Without further ado here is the ladder as of 10 April 2005.

Ω

Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
1	Toby Pilling	70	63—2—5	4060	40	Francois Boudrenghien	3	3—0—0	3205
2	Steve Thomas	42	32—1—9	3755	41	Jean Devaux	3	3—0—0	3190
3	Mike Rudd	38	32—1—5	3660	42	Armin Deppe	13	7—1—5	3185
4	Fermin Retamero	13	11—0—2	3650	43	Bill Durrant	5	4—0—1	3180
5	Dominic Mcgrath	103	58—2—43	3625	44=	Steve Crowley	47	21—1—25	3175
6	Derek Tocher	98	72—2—23	3620	44=	Jonathan Pickles	8	5—0—3	3175
7	Michael Hastrup-Leth	45	31—1—13	3615	46=	Grant Pettit	7	4—1—2	3170
8	Simon Strevens	78	51—1—25	3595	46=	Bruno Tielemans	3	3—0—0	3170
9	Dave Schofield	113	80—0—33	3570	48	Russell Gough	71	40—4—27	3165
10	Aaron Cleavin	6	6—0—0	3565	49=	Rodney Callen	6	4—0—2	3160
11=	Peter Bennett	14	12—1—1	3560	49=	Simon Croome	33	18—0—15	3160
11=	Bjarne Marell	36	26—0—10	3560	49=	Mel Falk	9	5—0—4	3160
13	Steve Linton	17	14—0—3	3545	52	Jeremy Copley	9	6—0—3	3150
14	Carl Sizmur	16	11—0—5	3515	53	Nick Edelsten	22	14—1—7	3145
15	Jes Touvdal	24	16—0—8	3475	54=	Paul Haesler	10	4—2—4	3135
16	Lars Klynsner	11	8—0—3	3400	54=	Paul O'donald	72	44—1—27	3135
17=	Trevor Edwards	74	38—1—35	3380	54=	Frenk Van Der Mey	4	3—0—1	3135
17=	David Tye	39	18—0—21	3380	57	Chris Courtier	13	7—2—4	3130
19=	Ran Shiloah	11	7—0—4	3370	58	Paul Sanderson	41	21—0—20	3125
19=	Peter Struijf	10	8—0—2	3370	59=	Lee Brimmicombe-Wood	12	8—0—4	3120
21	Bernt Ribom	5	5—0—0	3350	59=	Michael Davies Bk-02	37	22—0—15	3120
22	Joe Arthur	21	13—0—8	3305	59=	William Hanson	19	11—0—7	3120
23	Frank Tinschert	15	10—0—5	3295	59=	Paul Ryde-Weller	10	5—1—4	3120
24	Philippe Leonard	9	7—1—1	3285	63=	Georges Tournemire	3	2—1—0	3115
25=	Will Fleming	3	3—0—0	3280	63=	Mark Walley	4	3—0—1	3115
25=	Ralf Krusat	6	5—0—1	3280	65=	Luis Calcada	43	21—1—21	3110
25=	Alan Smee	4	4—0—0	3280	65=	Luc Schonkerren	5	3—0—2	3110
28	Dave Booth	7	5—0—2	3270	67=	Scott Byrne	6	4—0—2	3105
29	Keith Bristow	48	29—1—18	3260	67=	Andrew Dando	44	23—2—19	3105
30	Daniel Kalman	11	8—0—3	3245	67=	Bob Eburne	53	30—0—23	3105
31	Aaron Sibley	50	30—0—20	3240	67=	Paul Kettlewell	64	29—0—35	3105
32=	Daniel Batey	4	4—0—0	3235	67=	Simon Morris	11	6—0—5	3105
32=	Paul Saunders	19	10—0—9	3235	67=	Stewart Thain	15	8—0—7	3105
34	Ray Woloszyn	31	18—1—12	3225	73	Russ Curry	6	4—0—2	3100
35	Christain Koppmeyer	15	8—0—7	3220	74=	Nigel Brown	26	11—0—15	3095
36	Tom Slizewski	5	4—0—1	3215	74=	Mikael Siemsen	6	3—0—3	3095
37=	Klaus Malmstrom	4	3—1—0	3210					
37=	Nils-Gunner Nilsson	5	4—0—1	3210					
37=	Yves Tielemans	3	3—0—0	3210					



Rank	Player	Played	W—D—L	Points	Rank	Player	Played	W—D—L	Points
76=	Kevin Beard	13	9—1—3	3090	151=	Nigel Blair	47	20—0—27	2900
76=	Steve Cook	4	3—0—1	3090	151=	Josh Kalman	10	5—0—5	2900
76=	Gary Lock	2	2—0—0	3090	153=	Tim Bunce	20	9—0—11	2895
76=	Iain Mackay	43	22—0—21	3090	153=	Martin Kristensen	6	2—0—4	2895
76=	Peter Michels	3	2—0—1	3090	155=	Jakob Norgaard	6	1—1—4	2885
81=	Paulo Alessi	6	4—0—2	3085	155=	Bernard Savage	21	9—1—11	2885
82=	Dirk Beijaard	5	3—0—2	3080	155=	Neil Stevens	57	23—2—32	2885
82=	Martin Vicca	13	8—0—5	3080	158=	Sam Belcher	8	3—0—5	2880
84=	Billy Carslaw	11	4—0—7	3075	158=	Shaun Carter	63	27—1—35	2880
84=	Robin Langston	9	4—2—3	3075	160	David Kalman	5	2—0—3	2870
84=	Chris Milne	5	3—0—2	3075	161=	Peter Ladwein	21	9—0—12	2860
87=	Jean-Luc Baas	3	2—0—1	3070	161=	Lutz Pietschker	4	1—0—3	2860
87=	Serge Bettencourt	3	2—0—1	3070	161=	Neil Piggot	4	1—0—3	2860
87=	Stephen Burleigh	20	8—1—11	3070	164	Nick Angelopoulos	5	1—0—4	2850
87=	Brenan Clark	1	1—0—0	3070	165	Wayne Baumber	41	18—0—26	2845
87=	Robert Schaaf	3	2—0—1	3070	166	Bill Eaton	21	8—3—10	2840
92=	Alexander Rousse-Lacordaire	4	2—1—1	3065	167=	Dave Otway	5	1—0—4	2835
92=	Bob Runnicles	3	2—0—1	3065	167=	Pete Phillipps	91	39—0—52	2835
94=	Kevin Croskery	3	4—0—2	3060	169	Sam Prior	12	4—0—8	2830
94=	Patrik Manlig	16	9—0—7	3060	170	Mike Daniel	5	2—0—3	2825
96=	Stefan Jacobi	11	5—0—6	3050	171	Mark Chapman	6	2—0—4	2820
96=	Bo Siemsen	4	2—0—2	3050	172	Michael Robertson	4	1—0—3	2810
98=	Scott Greenman	8	3—1—4	3045	173	Mark Warren	14	6—0—8	2805
98=	Ulric Schwela	40	17—1—22	3045	174	Clive Haden	5	2—0—3	2800
100	Steve Pleva	6	3—0—3	3035	175=	Alistair Fairbairn	3	0—0—3	2790
101=	Daniele Dal Bello	4	1—0—3	3025	175=	Nick Ranson	5	1—0—4	2790
101=	Patrick Dale	30	12—1—17	3025	175=	Nick Sionskyj	8	3—0—5	2790
101=	Peter Hofland	4	2—0—2	3025	178=	Justin Key	44	17—1—25	2780
104=	Tony Gibson	11	5—0—6	3015	178=	Chris Littlejohn	14	3—2—9	2780
104=	Vincent Kamer	4	2—0—2	3015	178=	Andy McMaster	19	6—0—13	2780
104=	Ian Percy	6	3—1—2	3015	181	Graham Worsfold	3	0—0—3	2775
107=	Colin Graham	5	3—0—2	3010	182=	Lee Bray	14	3—0—11	2770
107=	Andrew Saunders	33	15—1—17	3010	182=	Richard Kirby	7	2—0—5	2770
109=	Nick Brown	3	1—1—1	3000	184	Bill Hensby	31	10—0—21	2765
109=	Steve Grainger	8	4—0—4	3000	185=	Andrew Hershey	10	4—0—6	2760
109=	Martin Hubley	4	3—0—1	3000	185=	Flemming Scott-Christensen	6	1—0—5	2760
109=	Ian Kenney	4	2—0—2	3000	187=	James Crosfield	11	5—0—6	2755
109=	Phil Nobo	11	6—0—5	3000	187=	Oliver Gray	9	3—0—6	2755
109=	Duncan Spencer	4	2—0—2	3000	187=	Malcolm Hatfield	41	5—0—26	2755
115=	Michael Essex	23	12—0—11	2995	190	Peter Neale	3	0—0—3	2750
115=	Ivor Gardiner	2	1—0—1	2995	191	Jackie Eves	25	9—0—16	2745
115=	Gilles Hakim	5	2—0—3	2995	192	Burnham Fox	23	10—0—13	2740
118=	Eric Baker	2	1—0—1	2985	193=	Rupert Featherby	3	0—0—3	2735
118=	Ben Jones	47	22—0—25	2985	193=	Nick Quinn	14	5—0—9	2735
120=	David Farr	4	2—0—2	2980	195	Gareth Evans	4	0—0—4	2730
120=	Malcolm Rutledge	3	1—0—2	2980	196	Hamish Hughson	4	0—0—4	2725
122	Sergio Puzziello	5	1—0—4	2975	197=	Steve Cocks	4	0—0—4	2720
123=	Derek Cox	6	2—0—4	2960	197=	Marc Horton	6	1—0—5	2720
123=	Phil Draper	30	17—1—12	2960	199	Brian Hooper	106	34—1—71	2705
125	Michael Maus	7	3—0—4	2955	200	Simon Hoare	4	0—0—4	2690
126=	Laurent Forest	3	0—0—3	2945	201	Jeff Howarden	7	2—0—5	2685
126=	Alex Ganna	2	0—1—1	2945	202=	Paul Case	95	24—2—69	2680
126=	David Murry	5	2—1—2	2945	202=	Christain Speis	5	1—0—4	2680
126=	Pedro Ramis	6	3—0—3	2945	204	William Roberts	7	0—0—6	2675
130=	Paulo Ferreira	9	4—0—5	2940	205=	Pedro Barradas	7	1—0—6	2655
130=	Wayne Kelly	11	4—1—6	2940	205=	Chris Netherton	23	8—2—13	2655
130=	Bob Nugent	3	2—0—1	2940	207	Ian Pollard	78	30—0—46	2640
130=	Jon Williams	14	6—0—8	2940	208	Nigel Ashcroft	52	19—1—32	2635
134=	Derek Briscoe	1	0—0—1	2935	209	Adrian Catchpole	11	2—0—9	2625
134=	Martin Bryan	19	8—0—11	2935	210	Adrian Maddocks	12	3—0—9	2620
134=	Martin Mayers	15	5—0—10	2935	211	Arthur Garlick	21	2—5—14	2615
137=	Andrea Marchino	1	0—0—1	2930	212=	Bryan Brinkman	9	1—0—8	2610
137=	Andy Price	3	1—0—2	2930	212=	Raurigh Dale	32	14—0—18	2610
139=	Paul Boyle	5	2—0—3	2925	214	Tim Macaire	42	18—0—24	2605
139=	John Sharp	8	3—0—5	2925	215	Paul Legg	79	30—1—48	2600
141=	Steve Allen	6	1—1—4	2920	216	John Fletcher	6	0—0—6	2585
141=	Tim Collier	17	7—0—10	2920	217	Nick Carter	9	2—0—7	2560
143=	Iain Ainsworth	1	0—0—1	2915	218=	Chris Ager	18	5—0—13	2555
143=	Edo Giaroni	3	1—0—2	2915	218=	Mike Stanbridge	47	13—1—33	2555
145=	Joel Berridge	3	1—0—2	2910	220	Michael Rhodes	43	10—0—33	2545
145=	Ian Dagnish	97	46—1—50	2910	221	Robert Seeney	5	0—0—5	2510
145=	Brian Martuzas	5	2—0—3	2910	222	Neil Brunger	26	9—0—17	2500
145=	Andy Smith	4	0—0—4	2910	223	Roger Cook	28	8—2—18	2460
149=	Ray Jennings	4	1—0—3	2905	224	Graham Smith	28	8—0—20	2440
149=	Phil Ward	5	2—0—3	2905	225	David Ramsey	9	1—0—8	2435
					226	John Kennedy	24	5—0—19	2415







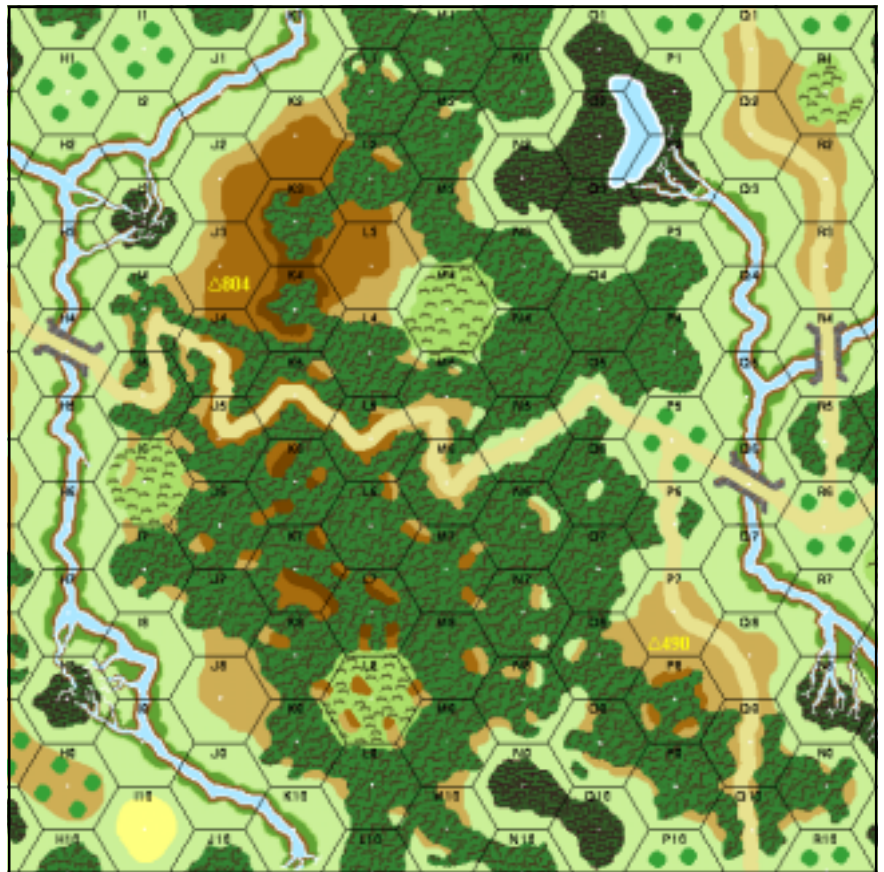
have the ability to look like something nasty in a stack! The Aussie sniper boast a higher SAN than the Japanese, hopefully triggered by masses of Japanese morale checks. Don't forget you can set up in foxholes, you should conceal, and have the option of smoke from the mortar (with the depletion number raised by 1 for being elite) and squads have an inherent smoke exponent, with a 1 dr required for white phosphorous.

This scenario uses a decent sized chunk of the PTO rules. The ones covering terrain, particularly bamboo and Swamp have a big effect on play, so a careful read of the rule book is worth the effort. Light Jungle rules apply, costing the same movement costs to enter as Woods, along with same TEM. The usual rules for concealment and rally also apply. Ambush is slightly different, in Jungle or Bamboo the Attackers roll is modified by +1 to represent the noise and effort required to move through the terrain. This helps a bit when you either choose to stand and fight or are surrounded by advancing Japanese! Jungle is a level two obstacle, as a consequence line of sight is very restricted. The level 3 Hill hexes K3 and K2 benefit from elevation and the open ground in L3, making them good choices for a mortar team if you decide to defend the area.

With dry streams in play some marsh hexes become mud flats, any marsh adjacent to Jungle becomes swamp. As the name suggests this is a stand of trees in stagnant or slow moving water. Even swamp is a two level obstacle to line of sight. I can't see you taking too many shots against units in Swamp. It is significant in channelling Japanese movement. To enter Swamp requires all a unit's MF, and can't be done in the APH. Any Japanese attack through swamp is going to be slow.

Dry streams transform some marsh into Mudflats. I think there is only one hex, P1, affected. The Japs can move though the hex for 2 MF, then bypass the swamp in O1. Don't expect the entire Jap force to do this, it is more likely to be useful for troops moving towards K2/K3. PTO rules replace bridges with fords.

In PTO brush becomes Bamboo. Bamboo is a dense stand of , err Bamboo mostly. It can only be entered by Minimum Move or advance against difficult terrain. It is a level one obstacle, and merits a +1 TEM vs. IFT, and -1 for airburst. Units entering bamboo become CX, and pinned. Expect the Japanese to avoid the two bamboo hexes in play. One idea is to start a unit in bamboo, L8 is tempting. It is very resistant to attempts to enter it's hex. On the downside you are not allowed to entrench, so have less



protection against fire. I think it is possible to stray when exiting the L8 Bamboo hex, at best for a Stealthy unit this is a 1 in 18 chance, but you don't roll if there is a line of sight to a Known unit. Section E1.53 covers straying and is easy to follow if needed.

Gullies are significant for the early part of the game, Japanese units exiting them are subject to elevation change movement costs, entering woods or abrupt elevation changes are expensive.

The most worrying terrain feature is the path. By moving along the path the Japanese can quickly gain elevation and move into the centre of the hill mass. It is reasonable to expect the bulk of the enemy forces to use this approach. Part of your game plan should seek to limit rapid movement, which we will discuss later. Quick mention of palm trees; these are in season orchard hexes.

The Japanese are stronger troops on the defensive where their excellence at camouflage and concealment as well as a keenness to build field fortifications gave them a chance against superior firepower. On the attack these qualities are reduced. That said all Japanese units can and should start the game concealed, and 10% can even start the game hidden (G1.631)! In this scenario the main problem is numbers, six squads and two Leaders outnumbers your force close to

two to one, with a 25% advantage in firepower. Enemy squad morale is lower, unless a Japanese leader is stacked with the unit. Japanese officers and NCOs are excellent. When rallying troops they count as commissars, and always raise the morale of accompanying units by one. With two Leaders the Japanese can increase the morale of two stacks. With tougher Leaders and a longer scenario you really would have a problem as concentrated Japanese firepower resistant to return fire would destroy your troops. The Japanese SMC are nothing special though, a 9-0 and 8-0 who have to survive your fire attacks before conferring an advantage on other troops. If you can kill the leaders the Japanese morale is reduced, better yet a wounded leader has a +1 modifier that must be applied to morale checks and fire attacks. Leadership helps in combat, and is crucially important for movement. Without the movement benefit's the attacker couldn't reach the top of the hill in time, unless you are very unlucky or make serious mistakes.

To win the attackers either need to engage in close combat or hit you with superior fire power. Either strategy requires climbing up the hill. Expect double time, use of the path, and use of Leaders to gain movement factors. When in line of sight you might hear one of the best known Japanese words, "Banzai", in real life the prelude for

a ferocious bayonet and sword charge. In *ASL* this translates to some Red counters, until banzai squad counters are developed (it will happen). There are similarities between a Banzai charge and human wave. The main advantage for the Japanese is movement factors gain, followed by higher morale, and immunity to Pin results. A single unit, even an SMC can declare a charge. The best defence is fire power, lots of attacks and plenty of residual firepower, a fire lane from the Bren maybe? and if that hasn't been enough doing your best in melee!

The Japanese do have inherent smoke, you can't stop in happening occasionally, it helps to slow enemy movement, but degrades the effect of fire combat. The Japanese Sniper activation number is low, in a short game don't expect too many attacks. With such a low counter density every attack counts; a pinned squad is one third of your OB, whilst losing the Leader really hurts. I don't think the SAN is so high as to discourage fire combat, but you have to appreciate a random event can impact your game. If there is any justice your sniper should be more active.

One of your other assets doesn't appear onboard but gets a mention in the historical perspective, the Australian mortars. From turn four onwards they will plaster the hill with high explosive, the Japanese need to either occupy fox holes or drive any artillery observers from the hill. The Japanese can establish contact on turn one, you need to carefully respond being careful not to be drawn into a steady battle of attrition that the Japanese expect to win due to sheer numbers. If you can keep the losses down to one or at most two of your units per turn you should win.

Be cagey on turn four. If a red mist descends and you start attacking, particularly in your player turn, you can suffer an unnecessary defeat. You must consider withdrawing from close combat and even skulking. Hanging on to one hill top hex with two CVP of units wins the game for you. Then the mortars start and the enemy melt away.

Set up allows you to use any level two or level three hexes on Hill 804. There are five level three hexes, and I think fifteen level two hexes, which gives you a ridiculous number of options. Basic ideas though are probably to defend the whole hill, defend one or other of the two clusters of level three hexes or go for an aggressive defence mostly from level two hexes. Other ideas might include massing the entire force in a single hex, or defending the reverse slope of the hill.

Taking the wilder stuff first. Stacking your entire OB in a single hex threatens to

hit any adjacent hex with a lot of firepower. An unconcealed target can be attacked with a 36 IFT attack and a -2 modifier, a concealed target a 20 IFT attack with a -2 modifier. This can work, particularly if subsequent first fire is allowed. The main weakness is the way Japanese troops react to fire. A kill result does the job, morale checks just don't. A single morale check will likely be failed if subject to serious modifiers, Japanese squads just step reduce and keep coming. I'm not convinced a killer stack will win this one. If it really appeals, well try K3 or K4, maybe K6. You can make the position stronger by deploying one squad and placing it in front of the main stack to act as a spotter, or try this with the Hero.

Another idea is a reverse slope defence. If you allow the Japanese free access to all level three hexes, expect a rapid loss as he will quickly occupy them all to claim immediate victory. You can try defending just one hex, using the units behind to assist by fire and by moving onto the hill. For any defence if you concentrate on one cluster of level three hexes, the Japanese do still have to allocate a unit to capturing or contesting the other hill hexes. This helps as you weaken the Japs by at least a half squad, or if you are really lucky a Leader.

There are other defensive options. If you start some units on level two hexes you accelerate the pace of the engagement allowing Japanese units to close quicker. If you win the ensuing fire fight this is a good thing. There is a chance of bad luck in your opening shots but that can thwart any plan! A more serious threat is Japanese units pausing to retain concealment then advancing adjacent to your troops. Leaving any fox holes would expose you to fire, perhaps the best bet is to open up in Prep Fire or if you are feeling cunning and fighting as squads try for smoke or white phosphorous then fire in the Advancing Fire Phase. As half squads you can hold your fire or retain concealment. This defence works best if subject to a Japanese rush, less well against a slightly slower attack.

The stronger defences concentrate on level three hexes. I'd likely opt for defending both hill tops, but going for just one is equally valid and as mentions earlier forces some part of the Japanese force to move onto the undefended hill reducing the forces available for combat on the other.

A quick lazy defence would put a squad in L7, K6 and K7, the Leader in any of those hexes, mortar in K6 or K7, and the LMG and Hero can also start in any of the three hexes, keep the MG away from the mortar, maybe with the Leader. Despite being an obvious defence that could take less

than three minutes to plan it is tough for the Japs to beat. You can change the idea slightly by deploying a squad and using a half squad forward as a slight break on Japanese movement. I think contesting path movement helps you win, a unit in M7, makes using the path harder, try teaming a half squad with a mortar team for this.

Set up helps, be aware the game is more than an opening fusillade against the Japanese. Some of their troops will survive to shoot back and advance deeper into your defences. To continue play you need to decide where to hold, where to fall back, plan any counter attacks, keep your casualties down, and decide when to take Final Protective Fire shots. Much of the action will be concentrated around a tiny area on the board, expect this to be stressful. It can help to take a break for five minutes at the end of a particularly tough turn, at the very least look away from the board for 30 seconds. Another top tip is to forgive any mistakes you make during play. Few players are consistently accurate in everything they do, some players come close, but I've yet to see anyone play a perfect game.

I'd like to win this one by fire power, chopping small chunks of the Japanese attackers to bits, slowly giving ground and having enough territory and troops to claim a win at the game end. Less satisfying would be a slow Japanese attack that exploits concealment and numbers to slowly drive up the Hill but runs out of time.

For anyone Australian, with Australian relatives or an affection for things from Oz (Rolf Harris, either of the Minogue Sisters, some imported lager or Skippy the bush Kangaroo perhaps) this is an excellent platoon sized defence of a strong hill position against a horde of Japanese.

## Japanese Set Up

There are two ways to win this scenario, although neither is particularly easy to achieve. The first is to gain control of territory; control all the level three hexes at any stage in the game and you win immediately. The second is to inflict significant casualties on the Australians, seven CVP and again you win immediately. It's possible to achieve both objectives at the same time.

The casualty cap is very high. Seven CVP is a half squad short of the entire Aussie Order of Battle. Worth noting the enemy hero does not count in this. Any enemy Leaders generated and eliminated during play though do bump up the tally, and I suppose if the 8-1 Leader improves to a 9-2 you bag another point that way too! Your own casualties aren't a factor. The remainder of your entire

force can die at the same time as you gain the seventh point and still win.

The territorial objective is trickier in that you need to commit forces to taking each hill. Some commandos may decide to hold one side of the hill in strength, whilst having no forces at all on the opposite flank. To gain a territorial win at least a half squad needs to climb and control the hill hexes.

There is no harm in deciding early on to go for either tactical objective, or even starting the game ambitious and opting to try for both. A recurring principal in military writing is selection and maintenance of the aim, but it is probably more fun to change your mind part way through a scenario.

Prisoners are worth considering. Units count for double CVP, making the Leader or a squad worth four CVP and even a half squad two. If the opportunity arises take prisoners, guard them and keep them out of danger. *ASLRB* section G1.621 specifically states No Quarter is in effect, making close combat the only way I think you can take prisoners. If you greatly outnumber your opponents, are desperate, or have a good chance of capturing the Aussie Leader give the idea some thought. Most times you'll be more attracted to the idea of Hand to Hand.

Australian forces are a full strength platoon of commandos, led by an 8-1 Leader, with a light mortar and Bren gun for support. The platoon's three squads are 6-4-8 elite troops with high firepower, able to use smoke (and white phosphorous), spraying fire and assault fire. With an underscored ELR of five these guys are tough. As Australian elite troops they are considered Stealthy and consequently resistant to ambush in Jungle terrain. Helping the defence is a Hero who can man the LMG or mortar, assist enemy fire combat and do dozens of really annoying things that make you game just a bit harder. Admittedly you face a strong force but it is not unbeatable, the defenders need further help in the form of concealment, entrenchment, an aggressive sniper, set up allowing deployment and difficult terrain. We'll look at the geography later. Concealment makes understanding the Australian defence harder. Without being all Zen, it is helpful to know where the Aussies aren't. For example if only one hill summit is defended you can plan a massed attack with a small force designated to take the other. Set up allows the enemy to deploy one two or three squads, allowing up to eight separate locations to be occupied. Simply by counting the number of hexes containing units you can make reasonable estimates of the defence that can be tested by either a probe or serious attack. Without doubt your attack would be easier if you knew where the enemy are and in what strength.

Concealment helps units survive fire, and gives some help in avoiding ambush. You can strip concealment by encouraging fire attacks, moving onto an enemy unit's hex in the Movement Phase, or least likely be sighted to a unit using non assault or Advance Phase movement. Enemy foxholes provide good cover. Generally you will be in jungle terrain meriting a +1 TEM, for much of the game the commandos will be shooting from cover offering +2 TEM protection. This is roughly equivalent to you shooting on a weaker IFT column, with more lethal KIA/K results becoming just morale checks. Without a significant advantage in numbers/fire power standing and shooting at entrenched units will not earn you victory! Foxholes do help against Banzai charges firepower in the Advancing Fire Phase, and help if the defenders try shooting into the own hexes. The downsides or rather upsides to foxholes are the extra movement costs they require when the enemy leaves them, and the opportunity for you to use them for cover to consolidate a Hill summit position or key area.

The sniper threat can amount to nothing or be really annoying. Aussie SAN of 4 gives a one in six chance of activation. In a short game broken units would hurt you as the time delay to rally and return to the fight might prove too great. As Japanese though full strength squads step reduce, while step reduced squads become half squads instead of breaking. Losing a small amount of squad firepower shouldn't swing the game. More significant would be the loss or even wounding of a Leader. Defend against the sniper threat by thinking before making that 1 up 2 IFT attack, shooting at units that will be eliminated for failure to rout and needlessly rolling dice. Don't become shy of shooting though, take any decent shots and even the odd feeble one that keeps a unit under Desperation Morale or leads to another favourable result.

Being allowed to deploy freely complicates Australian set up. With a LMG the temptation must be to keep a squad combined, and team up with the Leader, possibly with the sniper to create a Kill stack. It is hard to fault this as a strategy. Deployed squads lose the ability to try for smoke, but can occupy more defensive terrain and aren't at too much of a disadvantage in melee. As Elite Commonwealth troops the enemy do not cower, and with high morale they can consider Final Protective Fire attacks triggered by adjacent movement. When this results in a broken or eliminated defender this can help. The Hero with a morale of nine is an ideal unit for this, if teamed up with the LMG he can threaten a 4 IFT attack followed by a series of two factor attacks,

survive wounding and generally be a nuisance.

In brief the Australians field a small force of considerable strength. Your own troops are also good, with characteristics that give you winning opportunities. The unique rules that apply to Japanese are essential reading. Section G1 runs to a little over three pages, some parts do not apply to this scenario, skip the paragraphs covering armour leaders, Tank hunters, Demolition charge Heroes, and some of the miscellaneous rules. The important sections are those covering Japanese squads, Leaders and Banzai charges.

The six Japanese squads in this scenario are all first line. They are basic rifle armed troops with good morale, and average fire power and range. They do have an inherent smoke exponent of one, so you need to be lucky to get smoke and place it uphill! In some respects Good Order squads are like other nations Berserk units, they do not immediately break, instead they are subject to step reduction. In certain circumstances this is a distinct disadvantage, in an extended fire fight Japanese squads slowly melt away whilst their opponents recover from breaking at full strength. The step reduction feature is a real boon when charging into close combat or committing units to defending a specific location. First line squads are Stealthy, mighty useful in close combat, also handy for searching to strip enemy units of concealment. Another national characteristic is the choice of declaring Hand to Hand combat. This reflects tactical ideas and the 15 1/2 inch bayonet the Japs fitted to rifles, and some sub machine guns. In most western armies the bayonet use was limited, most instructors would teach fencing moves but still recommend shooting an opponent if at all possible. Japanese soldiers would spend hours developing techniques derived from spear fighting. Part of the Japanese doctrine included the Banzai charge. Extremely useful when facing troops with wavering morale or limited fire power, it comprised a mob of troops running at the enemy shooting and throwing grenades as they advanced to dispatch the enemy. In *ASL* each Banzai charge must include at least one Leader (or a tank hunter hero), and may be accompanied by one or more squads or half squads in the same or contiguous hexes. The rules in section G 1.5 are good, you also need to read section A25.23 covering human wave. Banzai brings two main benefits. Firstly morale is raised by +1, secondly you gain Movement Factors. Each squad is allowed 8 MF, and can even advance. This is superb for running up wooded hills. If banzaing units enter during the Movement Phase you do not roll for ambush, so have the option

of declaring Hand to Hand if still there in the Close Combat Phase. It gets a bit different if you advance as ambush becomes possible; almost likely as you are automatically lax, enemy units are stealthy, and in most terrain a +1 applies against your ambush roll.

The squads are led by two Japanese Leaders, a 9-0, and 8-0. Japanese officers, had a propensity for displaying considerable bravery. Some carried hand and a half swords or Katanas, a number of these were family heirlooms centuries old. Swordsmen spent years learning the skills needed to use the katana. In modern warfare, the Katana was still lethal at close range, and inspired both the user and his companions to acts of considerable courage. Unfortunately sword carrying soldiers drew considerable fire making officers lives shorter than they needed to be. In *ASL* Jap leaders rally troops like commissars, ignoring Desperation Morale and raising the morale of troops in the same Location. They do not step reduce but do wound. Being upbeat, wounded Leaders do have their uses! They can start off a Banzai charge then lag behind with a well intentioned promise to catch up later.

In this scenario your leaders are their to assist movement, initiate Banzai charges, raise the morale of your troops and rally the odd broken half squad. Keep in view they can conduct one man attacks even Banzai charges.

Don't forget the two light machine guns in your OB. You will not need long

range fire power, you can make use of the additional fire power the LMGs have.

Last unit to consider is the sniper. A SAN of three is low, perhaps reflecting the hasty Japanese attack and the tree cover around the Australians positions. With a tiny OB each activation should chill the enemy. If you can kill a Leader you immediately gain two CVP, anything at all is useful. Simply pinning a unit is worthwhile especially when you are on the point of charging, pinning reduces the fire power of units and helps in close combat.

Nearly forgot, one tactic is to shoot into Melees. Japanese squads are fantastic for this. With average luck there is a credible chance of a step reduced Jap unit fighting against withdrawing commandos.

Terrain is always important. The five level three objective hexes are crucial as they are in themselves one of the Tactical Objectives. The quickest way to these is using the path from the dry stream leading through Hill 804. Most of the map is covered with Light Jungle, very similar to woods but a level two obstacle and in the case of interior woods hexes straying terrain. The advantages of woods/light Jungle are cover, by blocking line of sight they protect you from fire, protection, they negate movement in the open and give a +1 TEM vs. direct fire, and the potential for concealment. There are some negative features, Air burst gives a -1 modifier for mortar shots, and the movement penalties for moving up hill in light Jungle without a path are severe.

There are two clumps of bamboo on

the North side of the hill. These are difficult to move into when unoccupied requiring Minimum Move! If occupied it's even worse, building a case for clearing the hex using fire combat.

Dry streams are treated as Gullies, not too difficult to move into, or exit except when entering Light Jungle or swamp(!). As a consequence set up will favour hexes on rows Q and/or R that do not involve moving into swamp, into light Jungle from a lower elevation or over double crests.

Quick mention of swamp. I am fairly sure the two swampy areas on the Eastern and Western flanks are worth avoiding. Ok maybe a squad or half squad could exploit them in a cunning flank attack, if you mass forces in them the delays moving forward will likely cost you winning chances. Keep in view the pond on the western flank is a pond, don't start swimming it there just isn't time.

The net effect of the terrain is to channel your attack into a smaller area than the width of board 36. The most favoured route is up the path, the eastern flank of Hill 804 is also attractive, not ideal but still usable. The direction your attack favours has to make some allowance for the Australian dispositions, I'll give specific examples a bit later.

The historical perspective gives a vivid impression of a rushed attack. Sometimes called a hasty assault this is a valid tactic when further delay will allow the enemy to concentrate more forces or strengthen his position more rapidly than the attacker can. Given more time, and an inactive defender you could leisurely advance up the hill, gain concealment and eliminate isolated sections of the defence. If you could wait until dark even better (although you'd need to read a big chunk of rules!). Thing is the Battalion commander wants that hill in a hurry and that means you have four turns. That means a lot of movement, Advancing Fire, use of double time, Banzai, close combat and less emphasis on concealment, fire combat in general or protracted fire fights. A tough mission but the Japanese soldiers you command are the best in the game system for the job, try this with an equal or greater number of Russian squads and you'd struggle to do the job.

As the attacker you should make general plans before play starts then adjust them slightly to exploit any weaknesses in enemy set up. The tactical objective is to either blow the Aussie casualty cap or capture all five hill hexes. If you aim for the hills then you need to allocate part of your force to assaulting each hill top, or conceivably go up the path and gain the hills



*Commando's advance cautiously.*

when you get there. If either group of level three hill hexes is undefended a lone half squad is enough to do the job.

The rest of set up is trickier. Before you place a piece on board you should have an idea of where it aims to move on turn one, and to a lesser extent where you would like it to be over the rest of the game. Casualties and other factors will make the ultimate location of units harder to guess but for turn one you can make distinct plans.

Even with a tiny defending force I can describe every eventuality and it wouldn't be a lot of fun to play with too detailed an attack plan. Decide how you prefer to attack the enemy. If you want to shoot in the advance phase and then advance into combat move up the Hill retaining concealment if you can. If you prefer to shoot in the enemy player turn then Banzai on turn two you can optionally manoeuvre to retain concealment and reduce exposure to fire by advancing adjacent to enemy units. As for set up, position units so they can reach the positions you want them to be. Apologies that wasn't too helpful! It can help to start checking movement from the position you want the unit and work backwards check it though, as one MF out and you aren't where you wanted to be.

Odd things help. Use spare MF to search, maybe try for smoke, concentrate the LMGs where they can be used to beef up fire combat. The most important units are the Leaders. A Leader is important for raising the morale of the troops, enhancing fire combat, and most importantly allowing Banzai charges. Basic infantry squads can manage without leadership, but are less effective without it. In scenarios like this I'm disappointed to end the game with the attacking OB intact and a lost game; there is no casualty cap for the Imperial forces. If the game is in it's closing stages and you still have mobile units left commit them to action, take risks and go all out for a win. This is totally in character with the historical action and part of the fun of commanding Japanese counters.

Once you close with the enemy you should win. Luck can destroy your chances, so strive to minimise adverse modifiers, for example don't advance into close combat under a CX marker unless you really need to, try to pin or break defenders before you move and go for hand to hand when it helps.

You need to read the historical perspective to get in the mood for this attack. The basic plan is to drive up the Hill, but when you do it, instead of steadfast fire from dug in defenders you want sporadic discharges of wild fire failing to stop your valiant advance. For this type of attack the Japanese are without equal.

## Play Balance

The Australian balance adds a 9-2 Leader to the commando forces. The good news is the gain to fire combat, modifiers for ambush, faster rallying potential and improved morale benefits. The downsides mostly arise from the affects of this leader being lost. If broken or eliminated he has an adverse effect on the troops he is with when this happens. His death raises the Japanese casualty tally by three points, if the guy is captured by six! Despite the negative possibilities Mr 9-2 is well worth having but limit his exposure to fire.

The Japanese balance is another 1<sup>st</sup> Line squad. Considering the small size of the defending force this is helpful. It is a bit of a waste to just lump the unit into a stack and risk more in a single hex. Perhaps it is better to keep the unit slightly in reserve. I could be wrong and maybe the extra unit is just begging for a glorious death!

There is scope to tune the balance a bit, make the Jap unit a half squad, change the quality of the Leader to give one side a stronger game. For games where you are introducing a new player to PTO the help will be appreciated.

A quick mention of the Owen machine Gun. In 1940 the Australian Army could not be supplied with British sub machine guns, mainly because Britain had few imported weapons and no indigenous design. Small numbers of Thompsons were purchased from the States, and work began on designing Australia's own sub machine gun. The gun used 9mm ammunition and an unusual top mounted magazine. The gun was heavy, well made and very reliable with a high rate of fire. It was as good as most other contemporary guns, in some opinions better than many, and popular with the troops. The weapon is visible in the scenario illustration. Later in the war an Australian version of the Sten called the Austen was developed.

## Conclusion

In 'Commandos, Not Supermen' the Japanese are on the offensive, rushing to get an attack in before Australian mortars can make movement in the open deadly. For hard core PTO fans this scenario works as a quick play game. For folk new to PTO and section G, this is not a bad way to be introduced to the jungle and Japanese without all the new terrain rules and the Japanese strength in defence.

The Australian player needs steady nerves for this defence. Fire discipline is terribly important but being lucky can make

up for the odd lapse.

As the Japanese charging up the hill should work. The best results happen when your timing is near perfect. If you can arrive in a solid block rather than one or two units at a time you will overload the defence and earn a win. Brush up on the banzai rules, they provide the best way to climb thickly wooded hills.

Given a free choice I'd rather play the Australians, but this owes more to a fond feeling for the country than play balance. The Australian forces came to Britain's aid in two World Wars and even the Boer War, fighting in a unique style and enduring considerable hardship to make the world a better place.

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## VIEW FROM THE ARMPIT 2005

Continued from page 6

Far 2005'. I hope to attend this, not to play this crap game, but to tour the battlefield. Being as I'm a Somerset Boy, I'm especially interested in the part played by 43rd Wessex Division in the battle.

What I find disappointing this year, is that only a total of 29 players turned up for this years event, 24 in the actual tournament. Is this the shape of things too come? I hope not. Let's see if we can get back up to 40 players in this tournament, and 60 at IF2005.

Sunday ended with the Hippy and me going to the same pub that we went to last year, after watching the Man Utd game at the other pub (The Star). After we had our meal, I did a perfect demonstration of how not to jump off a wall!! Still, never mind, the pavement broke my fall.

So, until next time, this is the 'Gun-Pit' wishing you all a happy, winning/losing time. And as a personal note, my brother's step-daughter had a baby at the end of March, a girl called Morgan Leigh, so this piece is dedicated to her.

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*The last few relax at the end of the weekend - from left to right, Nigel Blair, Paul Case, Pete Phillpps and Ben Jones..*

# Using DCs and FTs Correctly

Robert Delwood

## DEMOLITION CHARGES

This has to be one of my least favourite weapons, right up there with the ATR and just about any American tank. While it carries a potential wallop of up to 36-3, they often are death charms for the manning infantry. Delivery of the weapon is the tricky part.

First, the DC has two purposes. It can blow stuff up real good. Used in this manner, their applications and tactics are straightforward. This is not what this article is about. Rather, their second use is as a SW, attacking other units in direct combat situations. As part of a normal scenario DC are given for a single purpose - often to blow up some fortification or tough building. By all means, use them for that purpose. However, it is common in campaign games for units to be assigned these weapons with no specific use. It is mostly for those situations I write target this article.

The basic problem is that the delivering infantry has to be adjacent to the target. Obviously, if the target is small enough that you are not worried about its DFF/SFF/DF then that target may not be a good choice. I hate wasting such a powerful weapon on small targets. And yet, the correct target, a large kill stack, is going to be too powerful to survive to use the weapon. Ironically, this is the exact situation for which you are looking: one that you **can't** use the DC.

Remember, the DC itself packs such an impressive FP that no self-respecting kill stack can afford to have an operable one next to it. In other words, the kill stack **has** to DFF/DF against it. On top of that, since the stack forms a mandatory fire group, your opponent has to decide how much FP he is going to allocate before the attack in order to pin/break the unit. He doesn't have the luxury to fire at it once, see the result and fire again hoping to get a better result. The implication is that any fire directed at that unit will not be used against others. By moving this DC unit first, you force your opponent to fire, making the way for the other assaulting troops a little easier, perhaps. I would much rather my main attack force face the halved SFF of a large stack rather than its deadlier DFF. If by chance, you opponent chooses not to attack the DC unit opting to wait for other units instead, then, you have your ideal situation for a DC vs. the kill stack. True, DF is always available

as are ROF weapons not addressing that point either; you have to face some peril.

Chances are, the unit with the DC will not survive unbroken/unpinned, which is why I like to use a HS. The HS is going to draw an amount of fire disproportional to its threat otherwise. But that is exactly the point, make your opponent fire at small targets, leaving the more important targets alone. While it may break, it is unlikely it will be eliminated. Just rout away, rally and come back. Understand now how a one-use weapon can be used more than once? While you have it and is posing a threat, your opponent had better factor that into his strategy.

This introduces the next concept: simply not using the weapon. Having a weapon like this around is much more effective than not have it around. The threat of its use is as much of a weapon as its actual use. When it gets used it is no longer a threat and the opponent suddenly has many more options. But by keeping the weapon within striking distance, your opponent is going to be uneasy. Again, a weapon that should only be used once is being used many times. Of course, there will come a time, you will want to actually use it, that is the point of the weapon, but you will have to decide when to make that moment count.

Using a DC on the defence is even easier since your opponent has to come to you. In that case you have DFF rather than receiving it. Also, if there is a hex you very much want to prevent him from taking, consider setting the DC. With some effort, it can become a 36-3 atom bomb. You may also want to consider setting it so he will have to take the time to defuse it. Either way, it is a very effective tool.

Naturally, the actual situation dictates the timing and tactics of the weapon. But I have seen too many DC wasted by bad planning, timing and execution. They are hard too weapons to use for sure. Very few times will they ever be used in the optimal situation but because of the high FP and the fact it can be used only once. Even so, I feel I have to try for that one perfect attempt. In practice I use it more to draw fire than anything else. It does draw fire well.

## FLAME THROWERS

If DC are my least favourite weapon, the FT has to be my favourite. High FP, no

TEM effects and it can be used full strength during the AFPh. What is there not to like about it? Well, mostly the -1 for manning infantry and the fact it is going to draw even more fire than DC.

This weapon is the opposite of my DC for all the reasons I just stated. Additionally, I am told it's a multiple use weapon, although my breakdown on the first use is actually over 100%. In theory I think it can be used several times. As a tactic, I move this unit last. Since your opponent is going to fire madly at it, most of the other units will move. Again, the idea is to perplex the opponent. If he waits to fire at the FT, then all the other units move safely. If he fires at other units, then the FT has greater mobility and will fry at whomever it aims. There is little you can do about DF but by moving as I described, your opponent has to make hard decisions.

Again, I like using HS here. I would much rather a HS taken out of action than a full one. There is something to be said for the extra shot provided by a squad, but most of the time I am just happy for a FT to shoot that I tend not to press my luck. Do not assign a leader to a FT. The ones with good enough morale to survive the DF shots can be used much better elsewhere. Lower morale leader minimizes the odds. Heroes should never be used. While they have good morale, they can easily be eliminated if they break simply by rolling a five or six. Then a FT is left unpossessed - hardly a good situation.

Another common tactic I like to use is move a HS or some equally unthreatening unit next to the kill stack. He is not going to waste firing at that. After that unit moves, start moving up some choice targets. The idea is to get him to DFF. If he does, is limited to SFF to the HS next to him. Bring the FT unit to two hexes and blast him in the AFPh. While the attack will be halved, it is still a 12 FP attack no TEM, respectable attack regardless. Also, the FT is safe from the blistering effects of DFF.

Like the DC, the FT is a potential weapon by not using them. They are so powerful (the FP equivalent of 4 to 6 squads) just the threat of them is enough to for your opponent not to stack. The difference between the two support weapons is that I use the DC much more capacious. They are used only to draw fire and run interference for the other troops. FT however, are the single unit that has to survive and the other

Continued on page 19, column 2

# “THIS IS THE CALL TO ARMS!”

This is the latest edition of the ASL Players Directory. It is broken down by country and then by postal code region. The date at the end of each entry is the date the address was last confirmed.

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Jeff Hawarden, 9 Laburnum Road, Helmsshore, Rossendale, Lancs., BB4 4LF  
Craig Ambler, 2 Queensbury Square, Queensbury, Bradford, W. Yorks., BD13 1PS (28/02/97)  
Phil Ward, 7 Burnalls Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06/03/00)  
William Roberts, 1 Kiln Close, Corfe Mullen, Wimborne, Dorset, BH21 3UR (23/10/98)  
David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (23/10/98)  
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 QQP (08/03/02)  
Shaun Carter, 3 Arnside Grove, Brightmet, Bolton, Lancs, BL2 6PL (19/03/05)  
Mike Standbridge, 31 Hunstanon Drive, Bury, Lancs., BL8 1EG (24/03/05)  
Ian Kenney, 53 Withden Crescent, Brighton, W. Sussex, BN1 6WG  
Graham Smith, 56 Durham Road, Bromley, Kent, BR2 0SW (31/10/04)  
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR2 7QQ (11/11/99)  
Bill Durrant, 5 Gatcombe Court, 65 Park Road, Beckenham, Kent, BR3 1QG (19/06/99)  
Wayne Baumber, 3 Polo Mews, Home Farm, Kemeal Road, Chislehurst, BR7 6GL (23/10/04)  
Brian Hooper, 7 Jessop Court, Ferry Street, Bristol, Avon, BS1 6HW (31/10/04)  
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN  
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (31/03/04)  
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29/10/97)  
Gautie Strokkenes, Girton College, Cambridge, CB3 0JG (23/10/98)  
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07/08/02)  
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH61 5UF (08/07/05)  
Ray Jennings, 57 Wheatfield Way, Chelmsford, Essex, CM1 2ZQ (09/10/04)  
Derek Cox, 25 Cramphorn Walk, Chelmsford, Essex, CM1 2RD (01/02/04)  
Nick Ranson, 34 Mill Lane, Witham, Essex, CM8 1BP (22/03/97)  
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE  
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3TA  
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19/08/02)  
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31/07/01)  
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (27/09/98)  
Derek Biscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18/01/99)  
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (31/10/99)  
Peter Wenman, 12 Clementine Close, Belting, Heme Bay, Kent, CT6 6SN (26/07/98)  
Rick Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS  
Hubert Noar, 39 Rugby Road, Cifton, Rugby, Warks., CV23 0DE (06/01/04)  
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09/05/05)

Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG  
Iain Mckay, 8 Southfields Close, Wyubunbury, Cheshire, CW5 7SE (28/10/00)  
Ian Pollard, 115 The Brent, Dartford, Kent, DA1 1YH (19/03/05)  
Carl Sizmur, 53 Singlewell Road, Gravesend, Kent, DA11 7PU  
Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH (07/08/02)  
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (01/06/04)  
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ  
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17/10/98)  
Roy Quarton, 8 Bassey Road, Branton, Doncaster, S. Yorks., DN3 3NS (01/11/00)  
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25/04/99)  
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21/07/01)  
Michael Essex, 1 Manchester Court, Garvary Road, London, E16 3GZ (24/04/03)  
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04/05/04)  
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01/06/00)  
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29/12/00)  
Nigel Brown, 3 Chestpost Road, Blackpool, Lancs., FY3 7NN (31/10/96)  
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04/05/98)  
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (21/10/03)  
Russell Gough, 'Bellare', New Road, Southam, Cheltenham, GL52 3NX (31/10/04)  
Tim Bunce, 33 Ryder Court, Newport Road, Aldershot, Hants., GU46 6NZ (19/03/05)  
Jeff Canseel, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17/03/97)  
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30/04/96)  
Kendrick Fearn, 12 Nelson Hse, Hants., GU11 1HX (05/03/01)  
Simon Croomie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ  
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ  
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (23/01/04)  
Neil Stevens, 8 Trenchard Avenue, Ruislip, Middlesex, HA4 6NP (27/09/03)  
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD  
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (01/01/00)  
Nick Edelsten, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05/09/01)  
Ivor Gardiner, PO Box 62, Hereford, HR2 6YL (17/03/02)  
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE  
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberside, HU13 0NA  
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01/01/96)  
Ruairgh Dale, 13 Swinemoor Lane, Beverley, Humberside, HU17 0JU (31/10/04)  
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15/08/00)  
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17/02/01)  
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04/01/00)  
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (19/03/05)  
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (23/06/99)  
Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA (02/08/98)  
Andy Ashton, 62 Earlost Drive, Wallasey, The Wirral, Merseyside, L45 5DZ  
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA  
Adrian Maddocks, 28 Lune Square, Darnside Street, Lancaster, Lancs, LA1 1AH (31/10/04)  
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs, LA1 3HB (19/03/05)  
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10/12/04)  
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (10/11/00)  
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15/11/96)  
Pete Philipps, 24 Huggett Close, Leicester, Leics., LE4 7PY (11/11/98)  
John Truscott, 28 Bracken Edge, Leeds, W. Yorks, LS8 4EE (21/11/98)  
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18/09/02)  
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10/03/98)  
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (11/09/04)  
Bob Eburne, 33 Whittion Way, Newport Pagnell, Bucks., MK16 0PR (27/10/00)  
Jamie Sewell, 115 Cressent Road, Alexandra Palace, London, N22 4RU  
Steve Jones, 90 Biddick Lane, Fatfield Village, Washington, Tyne and





Wear, NE38 8AA (04/04/05)  
 Andy McMaster, 29 Kingsley Place, Heaton, Newcastle Upon Tyne, NE5 5AN (20/02/05)  
 Michael Rudd, 2 Blueberry Hill, Rothbury, Northumberland, NE65 7YY (12/03/02)  
 Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD  
 Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (26/03/02)  
 George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ  
 Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28/09/98)  
 L. Othacehe, 17 Russel Drive, Wollaston, Notts., NG8 2BA  
 Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT  
 A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN4 9UE (13/12/98)  
 Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chepstow, Gwent, NP16 5SS (20/03/03)  
 Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09/05/05)  
 Steve Joyce, 23 South End Close, London, NW3 2RB (31/01/01)  
 Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT  
 Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH  
 Martin Mayers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (16/09/02)  
 Toby Pilling, 51 Wensum Drive, Didcot, Oxon, OX11 7RJ (19/03/02)  
 Grant Hewitt, 44 Waltham Gardens, Banbury, Oxon, OX16 8FD (19/03/00)  
 John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23/10/98)  
 Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilby, Lincolnshire, PE23 5TA (24/06/04)  
 Alan Anderson, Penmareve, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11/12/98)  
 Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (01/01/04)  
 Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA  
 Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (23/10/98)  
 Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (31/10/04)  
 Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR  
 Keith Bristol, 11 Coltsfoot Drive, Waterlooville, Hampshire, PO7 8DF (23/09/01)  
 Trevor Edwards, 18 Conway House, Samuel Street, Preston, Lancs., PR1 4YJ (23/10/98)  
 Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23/10/98)  
 Phil Draper, 8 Chesterman Street, Reading, Berks., RG1 2PR (28/10/00)  
 Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26/03/00)  
 Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL (05/06/98)  
 Dominic McGrath, 19 George Street, Basingstoke, Hampshire, RG21 7RN (31/10/99)  
 Chris Netherton, 36 Eungar Road, Whitchurch, Hants, RG28 7EY (31/10/04)  
 Stewart Thain, 55 Lysander Close, Woodley, Reading, Berkshire, RG5 4ND (14/09/01)  
 Kevin Croskery, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (10/09/02)  
 Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18/06/99)  
 John Barton, 194 Chanctonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08/05/05)  
 Nick Carter, 43 Halsford Park Road, East Grinstead, RH19 1PP (30/07/03)  
 Keith Graves, 51 Humbar Avenue, South Ockenden, Essex, RM15 5JL  
 David Higginbotham, 18 Westfield Garden, Brampton, Chesterfield, S40 3SN (03/07/00)  
 Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE  
 Simon Horspool, 28 Crown Court, Horne Park Lane, Lee, London, SE12 9AA (04/02/01)  
 Martin Edwards, 127 Pepys Road, London, SE14 5SE (02/09/99)  
 David Ramsey, 41 Twin Foxes, Woolmer Green, Knebworth, Herts, SG3 6QT (02/03/02)  
 Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (23/01/04)  
 Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, SK12 1BB (28/10/00)  
 Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17/09/02)  
 Graham Forster, 1 Dalston Drive, Bramhill, Stockport, Manchester, SK7 1DW  
 Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP (30/10/99)  
 Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (01/03/01)  
 Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilts., SN12 8QJ  
 Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilts., SN14 8QG (06/12/98)  
 Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7DT (14/09/97)  
 Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilts, SN8 4DS (31/10/03)  
 Chris Riches, 3 Bernwood Grove, Blackfield, Southampton, Hants., SO45 1ZW (30/01/04)  
 James Crosfield, Hughcroft, Church Hill, Buckhorn Weston, Gillingham, Dorset, SP8 5HS (01/02/04)  
 John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23/10/98)  
 Robert Seeney, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19/03/05)  
 Ronnie Tan, 250 Hydethorpe Road, Balham, London, SW12 0JH (21/07/01)  
 Julian Blakeney-Edwards, 1 Elmborne Park, London, SW17 8JS (21/10/98)  
 Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (31/10/99)  
 Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25/02/99)  
 Jonathan Pickles, 115 Wavertree Road, Streatham Hill, London, SW2 3SN (26/03/99)  
 David Tye, 35 Redburn Street, London, SW3 4DA  
 David Otway, Department of Chemistry, Imperial College, South Kensington, London, SW7 2AY (14/03/98)  
 Chris Courtier, 17b Hargwyne Street, London, SW9 9RQ (23/10/98)  
 Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (19/03/05)

Carl Bedson, 5 Allerton Meadow, Shawbirch, Telford, Salop, TF5 0NW  
 Nick Law, Flat 4, 12 Boyne Park, Tunbridge Wells, Kent, TN4 8ET (21/06/99)  
 Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29/04/01)  
 Bill Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (13/04/00)  
 Aarpp Patrick, 9 Arundel Gardens, London, W11 2LN (31/12/04)  
 Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04/03/02)  
 Dave Booth, 47 Dunnock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07/10/96)  
 Robin Langston, 105 Little Bushey Lane, Bushey, Herts., WD2 (19/09/96)  
 Paul Ryde-Weller, 44 Farn Way, Watford, Herts., WD2 3SY  
 Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL (31/10/96)  
 Ulric Schwela, 19 Siddow Common, Leigh, Lancs., WN7 3EN (02/09/99)  
 Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30/03/99)  
 Ian Price, 19 Upper Green, Yetenhall, Wolverhampton, W. Mids., WV6 8QN  
 Michael Clark, Wold View, East Hesleron, Malton, N. Yorks, YO17 8RN (12/02/02)  
 David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (27/06/01)

## FINLAND

V. Hilden, 12AS Huuillakatu, Fn-00150 Helsinki (31/12/94)  
 Tuomo Lukkari, Haukilahdenkuja 7A8, 00550 Helsinki (25/02/99)  
 Eero Viheraari, Itäinen Pitkäkatu 50 A1, 20700 Turku (25/02/99)

## FRANCE

M. Adda, 7. Rue Claude Guy, F-94200 Ivry-sur-Seine (31/12/94)  
 D. Angehi, Valrose Quai des Plateries, F-79200 Samois (31/12/94)  
 P. Anselin, 96, Avenue Corniche Flavie, F-06200 Nice (31/12/94)  
 Jean-Luc Baas, 5, Rue Robert Leurgier, F-92600 Asnieres (31/12/94)  
 J. Baudoux, 17 Rue de Bapeume, F-59000 Lille (31/12/94)  
 F. Berry, 104, Rue de Gossicourt, F-78200 Mantes la Jolie (31/12/94)  
 A. Bert, 3, Square Montpensier, F-91380 Chilly-Mazarin (31/12/94)  
 Francois Boudrenghien, 195 rue de la liberte, F-59650 Villeneuve d'Ascq (06/12/98)  
 Michel Boulekouf, 3 Chemin De Liemery, F-08170 Haybes (12/11/97)  
 D. Bous, 2/20 Rue J-B Clement, F-59000 Lille (31/12/94)  
 Philippe Briaux, 51 rue Dareau, 75014 Paris (15/05/00)  
 A. Bureau, 10,Rue de Nassisvet, F-44200 Nantes (31/12/94)  
 J. Charroin, 120, Grand Rue, F-45110 Chateaufort (31/12/94)  
 Laurent Closier, Le Franc Tireur, 6, rue Consell, Appt 5, 29200 Brest (01/04/97)  
 P.F. Daniau, 28 Rue du Docteur Legay, F-59110 La Madeleine (31/12/94)  
 L. David, 1, Rue des Millepertuis, Appt 32, F-33700 Merignac (31/12/94)  
 Y. Dejonck, 42, Grande Rue, F-91620 Calais (31/12/94)  
 J. Depotte, 19, Rue Damel, F-62100 Calais (31/12/94)  
 Jean Devaux, 16, Bld Barbes, F-75018 Paris (31/12/94)  
 O. Dietsch, 4, Rue de Colmar, F-67600 Selestat (31/12/94)  
 Philippe Duchon, 35 rue Neuve, 33000 Bordeaux (15/12/96)  
 F. Franque, 21, Bld Paixhans, F-72000 Le Mans (31/12/94)  
 G. Gardeur, 25, Rue Maurice de Broglie, F-51000 Chalons (31/12/94)  
 E. Gaubert, 2, Chemin des Pres, F-78430 Louveciennes (31/12/94)  
 C. Ghesquier, 57, Rue des Sports, F-59280 Armentieres (31/12/94)  
 S. Graciet, 136, Bvd Magenta, F-75010 Paris (31/12/94)  
 P. Guet, 11, Rue Edouard Herriot, F-74300 Cluses (31/12/94)  
 R. Guettier, 16bis, Rue de l'Abbe Gregoire, F-92130 Issy les-Moulinx (31/12/94)  
 E. Guillaou, 11, Rue Victor Basch, F-78210 St Cyr L'Ecole (31/12/94)  
 S. Hadjaje, 5, Place de l'Eglise, F-78113 Bourdonne (31/12/94)  
 Olivier Irissou, 43 rue de Caïre, 75002 Paris (18/05/98)  
 Paul Jacobs, 14, rue de Delemont, Saint Louis, 68300 (02/12/03)  
 L. Jassaud, 27, Av. Malaussona, F-06000 Nice (31/12/94)  
 N. Ketelers, 23, Allee de la Cerise, F-59700 Marcq-en-Baroeul (31/12/94)  
 R. Lagache, 13, Blvd Vauban, Appt 3, F-59000 Lille (31/12/94)  
 J.C. Lahalle, 6, Rue de la Broeue, F-67000 Strasbourg (31/12/94)  
 J. Lasnier, 1161, Les Palombes-Le Hamois, F-51300 Vitry (31/12/94)  
 David Lindahlorf, 17, Le Prieure, F-01280 Prevestin (20/04/99)  
 F. Loyer, 18, Rue Barbarin, F-17700 Surgeres (31/12/94)  
 Mallet, 117, Rue du Bief, F-74210 Favergette (31/12/94)  
 F. Marchal, 5, Allee des Besanconnes, F-78430 Louveciennes (31/12/94)  
 P. Martin, 3C, Rue du General Leclerc, F-91230 Montgeron (31/12/94)  
 Alex McCusker, Route de la Telecabine, F-01170 Crozet (17/06/99)  
 O. Merlier, 34bis, Avenue du Colisee, F-59130 Lambertsart (31/12/94)  
 C. Millet, 108, Rue Juive, Le Buisson Perron, F-49400 Villebernier-Saumur (31/12/94)  
 A. Milten, 8, Allee de la Belle-Feuille, F-91370 Verriere (31/12/94)  
 T. Monnier, 20, rue de Baci, F-75006 Paris (31/12/94)  
 F. Morice, 6, Rue des Alouettes, F-89300 Joigny (31/12/94)  
 Bruno Nitrosso, 222, Boulevard Voltaire, F-75011, Paris (15/12/96)  
 Ghehrs Patrick, 9 Rue de Voulangis, 77580 Villieres Sur Morin (08/03/05)  
 A. Plait, Jasma-Le Coin, F-72220 Marigne (31/12/94)  
 Franck Requinquin, Division Moyens Informatiques et Services, CNES - Agence Francaise de l'Espace, 18 av. E. Belin  
 B. Rey, 53, rue du Gal de Gaulle, F-22730 Tregastel (31/12/94)  
 J. Rey, Chemin des Carrieres, F-84700 Sorgues (31/12/94)  
 J. Robson, 139, Rue du Gord, F-28630 Le Coudray (31/12/94)  
 Philippe Rohmer, 12, rue d'Alsace, 95130 Franconville (13/01/99)  
 A. Seydoux, 7, Rue de la Chaise, F-75007 Paris (31/12/94)  
 M. Tulet, 53, Rue du Marechal Lyautey Bat C4, Appt. 262, F-59370 Mons-en-Bar (31/12/94)  
 P. Vaillant, 2, Rue Victor Hugo, F-591589 Marcoing (31/12/94)  
 P. Valent, 99, Rue du Floraliv, F-68530 Buhl (31/12/94)  
 O. Vallois, 11, guai de la Citadelle, F-59240 Dunkirk (31/12/94)  
 C. Vandenbosch, 74, rue du Chene Houpline, F-59200 Tourcoing (31/12/94)  
 Xavier Vitry, Les Ombrages - Bat C, F-83300 Draguignan (31/12/94)  
 C. Wurtgenstein, 46, Rue des Charmilles, F-67400 Illkirch (31/12/94)

## GERMANY

K. Angermund, 4, Lembkestrasse, D-4330 Muelheim/Ruhr 1 (31/12/94)  
 Rolf-Udo Bliersbach, Altenberger-Dom-Str. 154a, D0-51467 Bergisch Gladbach (21/11/98)  
 P. Bohm, 112, Landshuter Allee, D-80637 Munchen 19 (31/12/94)  
 Markus Braun, Gartenstr. 24, D-73117 Wangeren - Oberwalden (10/12/98)  
 Matt Brennan, Kunnenkampff Allee, 173, D-2800 Bremen (31/12/94)  
 Adrian Carter, Pfarrer-Heberer-Strasse 34, 55411 Bingen (18/04/97)  
 Jens Droege, Schonenplatz 9, 22767 Hamburg (05/12/98)  
 I. Elliot, Schinkelstrasse, 36, D-80805 Munchen (31/12/94)  
 Klaus Fischer, Lindenstr. 22, 69502 Hemsbach (15/11/96)  
 Rudi Großholdermann, Rundstr. 25, 47475 Kamp-Lintfort (12/02/01)  
 Matthias Harde, Begasstr. 2, 12157 Berlin (26/04/99)  
 Mike Hurn, Herforder Strasse 206, 32120 Hiddenhausen (15/11/96)  
 Stefan Jacobi, Leipzigerstrasse 29, 66113 Saarbrücken (07/03/97)  
 Christian Koppmeyer, Hagebuttenweg 4, 41564 Kaarst (15/11/96)  
 R. Korzend-Rfer, Westerbürgerstrasse 4, D-63450 Hanau (31/12/94)  
 A. Kraft, Niederhofheimer Strasse, 9, D-65719 Hofheim (31/12/94)  
 Ralf Krusat, Claudiusstrasse 15, 10557 Berlin  
 C. Ludwig, 17, Flozstrasse, D-44799 Bochum 1 (31/12/94)  
 Lutz Pietschker, c/o Margaret Laiser, Glockenblumenweg 55, D-12357 Berlin (12/11/97)  
 L. Schultz, HQ US European Command, ECJ3-00-0 Peter Barracks, D-7000 Stuttgart 80 (31/12/94)  
 D. Somnitz, 16, Ernst Reuter Strasse, D-4350 Recklinghausen (31/12/94)  
 Lars Thuring, Fehrsstrasse 7, 24576 Bad Bramstedt (25/05/97)  
 Frank Tinschert, Demburgstr., 27, 14057 Berlin (27/10/98)  
 D. Whiteley, am Gillenbusch, 30, D-5503 Konz (31/12/94)

## HOLLAND

Dirk Beijaard, Enschedepad 78, 1324 GK Almere (15/11/96)  
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 Peter Hofland, Schoolmeesterstraat 25, 2523 XE Den Haag (12/11/97)  
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 M.J. Vandenborn, 22, Heikantsestraat, N-4841EH Prinsenbeek (31/12/94)

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 A. Fantozzi, 26/20 Viale Sannione, I-20020 Arese (MI) (31/12/94)  
 Alex Ganna, Via Cavour 37, 21100 Varese (15/11/96)  
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 Tony Gibson, 107 Queen's Drive, Aberdeen, AB15 8BN (13/02/04)  
 Steve Cook, 159 Lee Crescent, Bridge of Don, Aberdeen, AB22 8FH (26/03/04)

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 Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12/09/02)  
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 Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07/12/98)  
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 Andrew Kassian, Flat 14/2, 20 Petershill Court, Glasgow, G21 4QA (01/01/96)  
 Ellis Simpson, 4 Langtree Avenue, Whitecraigs, Glasgow, G46 7LW (20/04/99)  
 Hamish Hughson, 7 Moncreiff Way, Newburgh, Fife, KY14 6EF (07/12/04)  
 Oliver Gray, 117 Upper Dalgairn, Cupar, Fife, KY15 4JQ (17/08/00)  
 Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY2 5TY (21/05/01)  
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 Fernando J. Garcia-Maniega, Plaza Europa 6, 34003-Palencia (01/11/00)  
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 Chris Barlow, 24 Audubon Avenue, Braintree, MA02184 (28/01/97)  
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 S. D'elia, 77 Maple Ave, Greenwich, CT06830 (31/12/94)  
 D.A. Dally, 901, Oeffling Drive, McHenry, IL60050 (31/12/94)  
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 Ben Emanuele, 256 Lake Shore Drive, Pleasantville, NY 10570-1304 (12/11/97)  
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 C. Fago, 1012 Saxton Drive, State College, PA16801 (31/12/94)  
 J. Farris, PO BOX 547, Norman, OK73070 (31/12/94)  
 Stephen Foren, 406 Northwood Dr. #3, West Palm Beach, FL 33407 (24/11/97)  
 G. Fortenberry, 232 Linda Drive, Burleson, TX76028 (31/12/94)  
 Carl Fung, Castle Point, P. O. Box S-359, Hoboken, NJ 09030 (29/06/98)

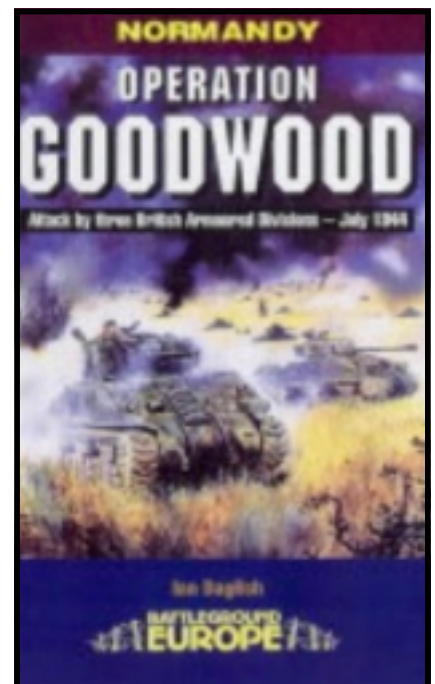
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 Randy Glesing, 10040 Penrith Drive, Indianapolis, Indiana 46229 (10/10/98)  
 Chuck Goetz, 531 S. Sharp Street, Baltimore, MD 21201 (10/07/98)  
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 Richie Johns, 9771 Jefferson Highway #185, Baton Rouge, LA 70809 (24/01/97)  
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 M. Laney, 7608 Monterey Drive, Oklahoma City, OK73139 (31/12/94)  
 V. Lewonski, 509 South Bishop Ave., Secane, PA19018 (31/12/94)  
 Brad Lipps, 8379 Youngstown-Conneaut Road, N.E. Kinsman, OH44428 (01/11/98)  
 Rick Lubben, 400 W. Main Street, La Porte City, IA50651 (01/10/98)  
 D. Lundy, 54 Wiltshire St, Bronxville, NY10708 (31/12/94)  
 R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126 (31/12/94)  
 Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903 (31/10/96)  
 Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444 (02/12/96)  
 Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028 (25/04/97)  
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 M. Moncznski, 233B Fielding, Ferndale, MI48220 (31/12/94)  
 W.B. Nagel, 9712 W. 105th Terrace, Overland Park, KS66612 (31/12/94)  
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 Frank Payne, 7625 SW 91st Avenue, Portland, OR97223-7029 (15/01/99)  
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 Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786 (15/11/96)  
 P. Pomerantz, 818 Redwood Avenue, Wyoming, PA19610 (31/12/94)  
 J.J. Quinn Jr, 707 Mitchell Street, Ridley Park, PA19078 (31/12/94)  
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 W. Smith, 426 Beech St #8B, Kearny, NJ07032 (31/12/94)  
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 Paul Venard, PO Box 1716, Bonners Ferry, Idaho, 83805 (15/08/97)  
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 William Wiesing, 1936 Pine Meadow Avenue, Tom's River, New Jersey, NJ 08753-7823 (07/10/98)  
 K. Wilhite, 121 Springfield Lane, Madison, AL35758-1973 (31/12/94)  
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 Paul W. Works, Jr., 12018 W. 68th Street, Shawnee, Kansas, 66216 (24/11/98)  
 Darrell Wright, 1007 West Cole Street, Dunn, NC 28334 (07/10/98)  
 Brian Youse, 309 Chase Hill Court, Severn, MD 31144 (28/02/97)  
 Eddie Zeman, Heat of Battle, PO Box 15073, Newport Beach, CA 92659 (13/09/97)  
 Steve Zundel, 3601 Dawn Smoke Court, Raleigh, NC 27615 (15/12/96)  
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 Vic Provost, Dispatches From The Bunker, 209 Granby Rd. Aot. 18, Chicopee, MA 01013, MA 01040 (10/09/99)  
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## WALES

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 Paul Jones, 9 Cwm Nofydd, Rhiwbina, Cardiff, CF 14 6JX (22/11/02)  
 Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25/02/99)  
 C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL  
 Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27/08/02)

If there are any mistakes, please let me know so I can correct them for the next edition.

Ω



This is the story of the largest armoured battle fought in the campaign for north west Europe. The book guides visitors around the tanks battlefield, showing what remains and what has changed, using present-day images alongside previously unpublished 1944 pictures.

**Author** Ian Daglish

**Paperback** 189 pages (January 2004)

**Publisher:** Pen & Sword Books /

Leo Cooper

**Price** £9.99

**ISBN:** 1844150305



**VIEW FROM**

# ON THE CONVENTION TRAIL

There are more and more ASL tournaments cropping up all over the world. In fact, it is possible to be involved in an ASL tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an ASL tournament, please let me know and I'll include the details here, space permitting.

If you contact anyone regarding these tournaments, please tell them that I sent you!

## MAY

### NASHCON 2005

**When:** 27 – 29 May.

**Where:** Cool Springs Marriott, Franklin, TN. Telephone (615) 261-6100. Room rates are \$89.00 per night. – tell them you are with the Nashcon 05 event to get this rate.

**Fee:** \$18.00 prior to 15 May, \$20.00 thereafter. Non HMGS members add \$5.00.

**Format:** Single elimination, four or five rounds depending on number of players. Scenarios to be chosen from a list provided by the tournament director, although alternatives are OK if approved by the tournament director.

**Contact:** HMGS-MidSouth, Nashcon, 2819 Columbine Pl, Nashville, TN 37204. For convention registration contact Chris Edmondson by email at [echris66@comcast.net](mailto:echris66@comcast.net); for further details about the ASL tournament contact Steve McBee by email at [smcbee@midtnn.net](mailto:smcbee@midtnn.net). For further details check the web site at <http://www.hmgs-midsouth.org/>.

## AUGUST

### WORLD BOARDGAMING CHAMPIONSHIP 2005

**When:** 2 – 7 August.

**Where:** Lancaster Host, 2300 Lincoln Highway East (Route 30), Lancaster, PA 17602. Telephone 800-233-0121 or 717-299-5500, or fax 717-295-5116. You can also email them at <http://www.lancasterhost.com/email.html>. The convention room rate is \$89.00 per night.

**Fee:** Entrance is free to BPA members; non-members can pay \$30 per day on the door or join the BPA when they arrive. Entry to the ASL tournament is \$30.00 for BPA members and \$40.00 for non-members.

**Format:** The ASL part of the WBC will be a six round Swiss style tournament which will start BEFORE the main WBC event on Saturday 30 July and end on Monday 1 August.

**Contact:** BPA, 1541 Redfield Rd, Bel Air, MD 21015.

## SEPTEMBER

### A BRIDGE TOO FAR 2005

**When:** 15 – 18 September.

**Where:** StayOkay Hotel, Arnhem, Holland. Accommodation is •130 if sharing a 4 bed room or •120 if sharing a 6 bed room, and includes breakfast lunch and evening meal. If you pay a •50 deposit before 1 August you will receive a •15 discount on your room.

**Fee:** •25.00.

**Format:** 6 round Swiss style, with three scenarios to choose from in each round. Saturday and Sunday will also see several mini-tournaments.

**Notes:** There will be two battlefield tours on Thursday, which will cost around •20. For those who missed the 2003 Event, the first will focus on Operation Market Garden, visiting the Airborne Museum in Oosterbeek, the Arnhem Road Bridge and the Nijmegen area. The second, alternative Battlefield Tour covers the battle of the Grebbe Line, a hard fought confrontation between the German Wehrmacht and the Dutch Army in May, 1940.

**Contact:** Peter Struijff at [arnhema@hotmial.com](mailto:arnhema@hotmial.com). For further details check the web site at <http://www.xs4all.nl/~hennies>.

## OCTOBER 2005

### ASLOK 2005

**When:** 2 – 9 October 2005

**Where:** Quality Inn & Suites, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$69.00 plus tax for 1-4 occupants. Request ASL Oktoberfest to get the reduced rates).

**Fee:** \$25.00 prior to 15 September, \$30.00 thereafter.

**Format:** Same as always. Weekend tournament plus numerous mini-tournaments. Gaming starts Sunday 2 October and continues to noon on Monday 10 October. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.

**Notes:** Medium, large and extra large t-shirts are \$10.00 each, double-X-Large are \$13.00 each, triple-X-Large are \$15.00 each, quad-X-Large-Tall are \$18.00 each. T-shirts are available in numbers based on pre-registration sales so pre-order to ensure you get a t-shirt.

**Contact:** Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208. You can email him at [damavs@alltel.net](mailto:damavs@alltel.net) or telephone him on 440-708-2356. You can also pay at [www.paypal.com](http://www.paypal.com) (see [www.aslok.org](http://www.aslok.org) web site for details).

## INTENSIVE FIRE 2005

**When:** 27 – 30 October.

**Where:** The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Single rooms are £33.00 per night, double rooms £29.00 per night per person if booked prior to 1 October – thereafter normal rates apply. Remember to mention INTENSIVE FIRE when reserving to qualify for the special rates. You can also book online at [www.kiwihotel.co.uk](http://www.kiwihotel.co.uk).

**Fee:** £7.00 (entry is free for those only able to attend for one day). Players pre-registering will receive a tournament program in September.

**Format:** Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There

will also be some single day mini-tournaments on the Friday. Open gaming is available for those who do not wish to take part in the tournament.

**Notes:** Prizes are awarded to winning players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.

**Contact:** For more details or to register contact Pete Phillipps, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 266 6894 (evenings only) or email [if@vftt.co.uk](mailto:if@vftt.co.uk).

## NOVEMBER

### GRENADIER 2005

**When:** 10 – 13 November.

**Where:** Oberbettingen, a little town in the German part of the Ardennes. There is a railway station in the village and a train to Cologne every hour (travel time about 50 minutes). The location offers sleeping rooms for 45 persons, a huge kitchen (where our Marketenderin Andrea will continue her cooking business for us), a big playing area and an additional separate big room which we will use for eating. Rooms are mostly three and four bed rooms with shower. Bed and breakfast is •25 per night.

**Fee:** •5 per day.

**Format:** The tournament will be again a Swiss style five Round tournament. We will offer again an event for players who don't want to participate in the tournament, as well as the chance to help playtest the *Kampfgruppen Commander* module.

**Contact:** Christian Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany. You can email him at [Christian.Koppmeyer@freenet.de](mailto:Christian.Koppmeyer@freenet.de). Check out the Grenadier web site at <http://www.asl-grenadier.de> for up to date information.

## 2006

## MARCH

### HEROES 2006

**When:** 9 – 11 March.

**Where:** Hotel Skye, South Promenade, Blackpool, England. Room rates are £22.00 for a shared room or £28.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £7.00.

**Format:** Four or five round tournament beginning Friday afternoon (arrangements will be made for those unable to arrive until Friday night), with three or six scenarios to choose from in each round. Players will be expected to have a knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

**Contact:** For more details or to register contact Pete Phillipps, 24 Huggett Close, Leicester, LE4 7PY. Phone (0116) 210 1798 (evenings only) or email [heroes@vftt.co.uk](mailto:heroes@vftt.co.uk).

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## USING DCs AND FTs CORRECTLY

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troops have to screen it.

Both are awesome weapons but it takes a good deal of effort to use them effectively. I have seen too many of the weapons squandered. While I am glad to see my opponent squander them, it hurts me as an ASL player for that to happen. Because of the danger of using them, I might be better served to pick secondary targets rather than just the juiciest ones. But my style of play is so conservative anyhow, I indulge myself with these two weapons.

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## THE TRENCHES



# INTENSIVE FIRE 2005

**28 - 30 OCTOBER 2005**



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of *Advanced Squad Leader*. 2005 sees us enter our second decade and players of all standards are invited to attend.

## **FORMAT**

The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players. For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

## **VENUE**

The Kiwi Hotel, centrally located in Bournemouth, offers both excellent gaming facilities and reduced accommodation rates (£35 per night for a single room or £30 for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at [www.kiwihotel.co.uk](http://www.kiwihotel.co.uk). For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

## **COST**

Weekend registration for the tournament costs just £7. The tournament program listing the weekend's scenarios and events is available from late September to anyone registering in advance.

## **FURTHER DETAILS / REGISTRATION**

Contact Pete Phillipps, 24 Huggett Close, Leicester, England, LE4 7PY. Telephone (0116) 210 1798 (+44 116 210 1798 from outside the UK) or email [if@vftt.co.uk](mailto:if@vftt.co.uk).